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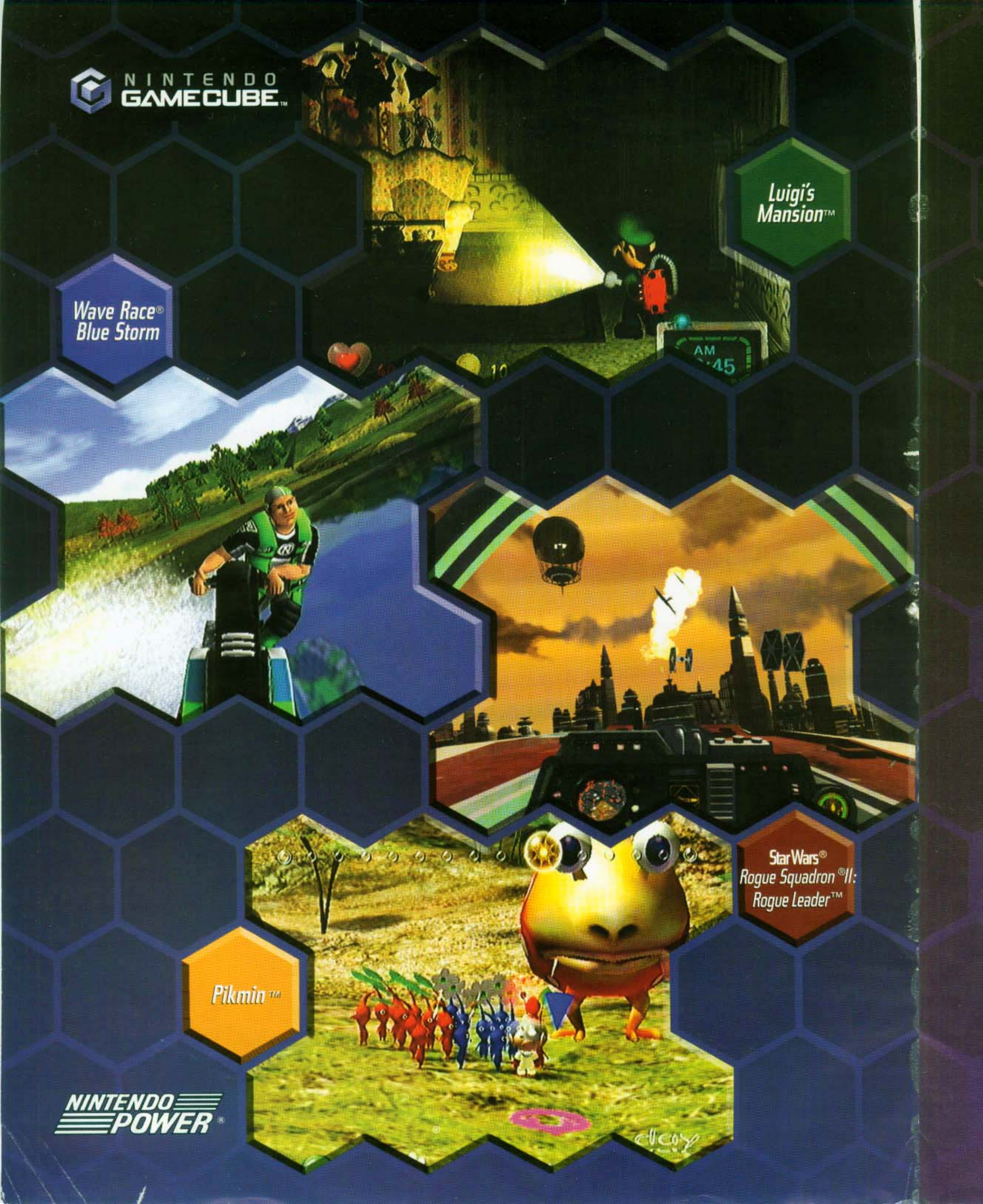
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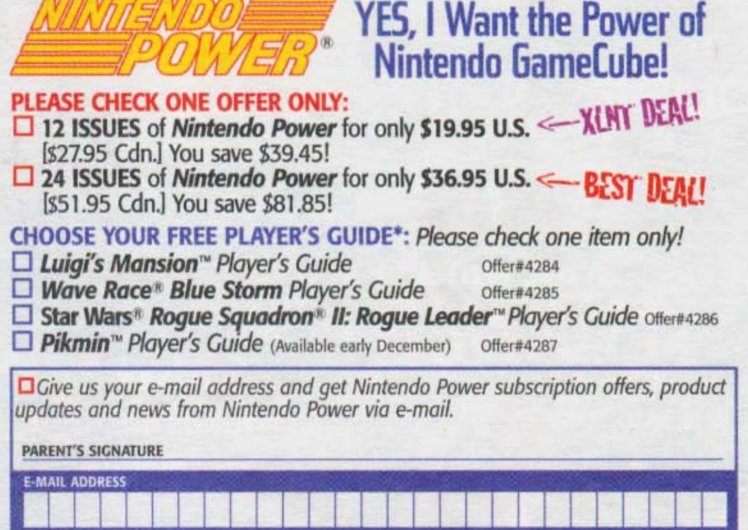
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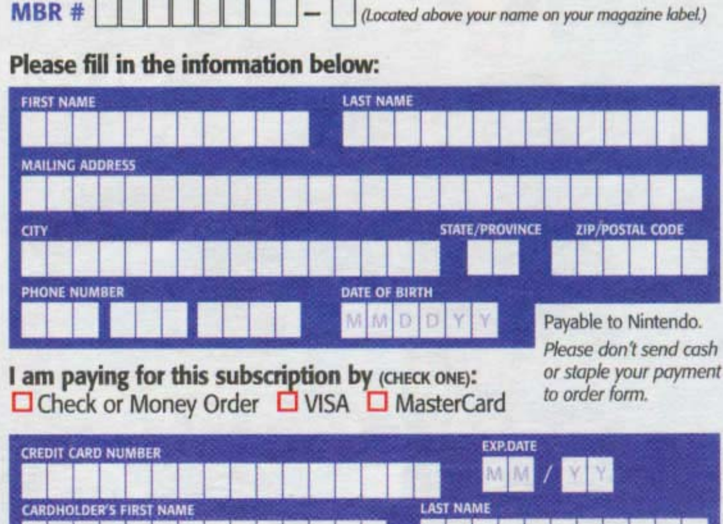
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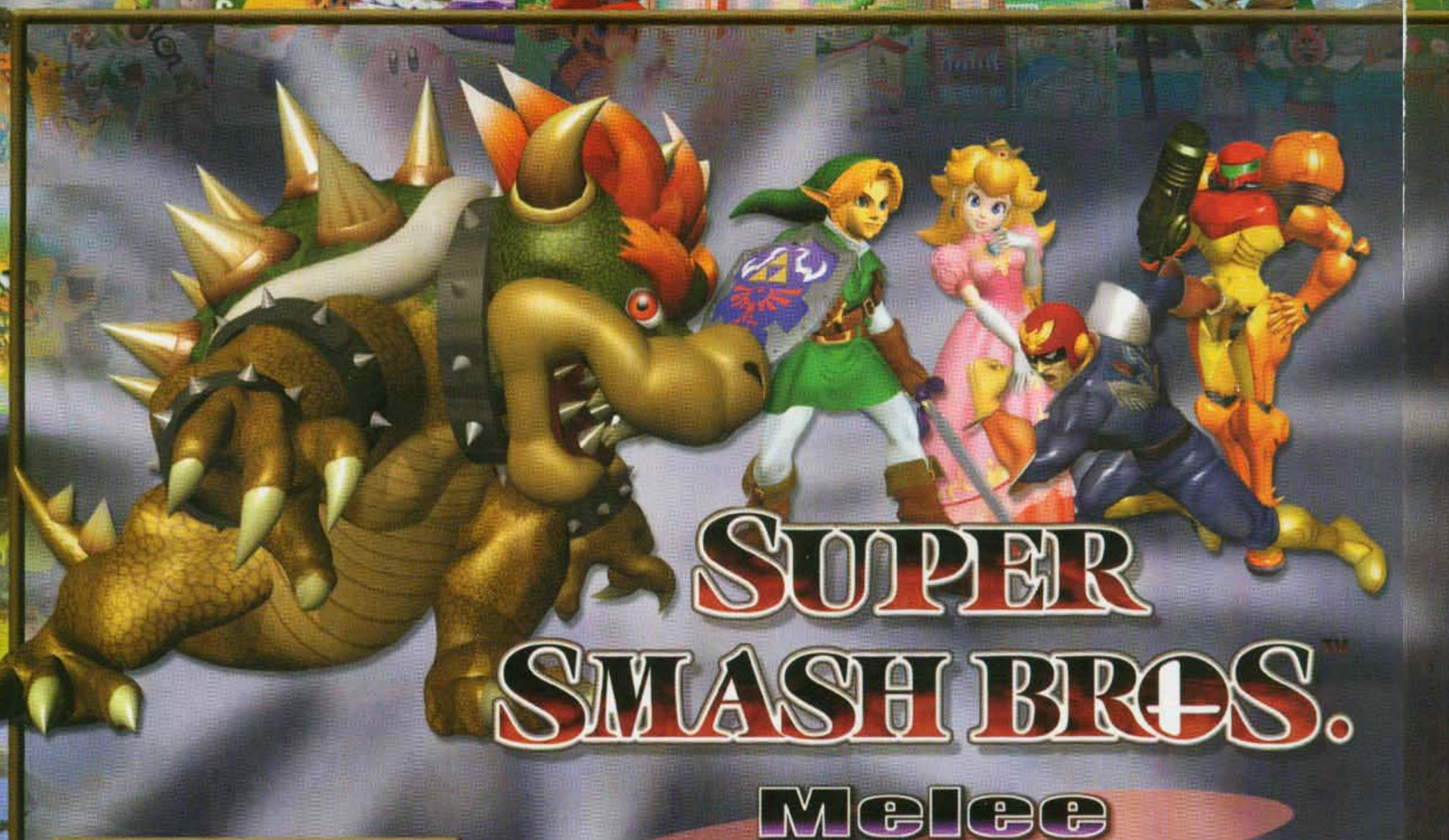





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Brothers Brouhaha. . . 30

Everything about Super Smash Bros. Melee is huge—the number of fighters, the number of moves, the mass of trophies and the amount of adrenaline-pumping fun that you will have when you pick up the Controller and begin playing. We'll start you off with descriptions of the 14 unlocked characters and their moves, along with advanced techniques and winning one-player strategies.

Grow and Go 40



The groundbreaking mix of action and puzzle solving in Pikmin, from Nintendo, will keep players planted in front of their Nintendo GameCube for hours on end. Our preview of the game introduces Captain Olimar and his crew of likeable sprouts, and it gets you started on the first day of the captain's 30-day adventure.

Slick Trick 64



EA's SSX Tricky sticks out of the sports game crowd like an iceberg in Hawaii. With endless energy, awesome action and a wild cast of characters, it's one to watch. Our review provides you with strategies for seven of the game's 10 courses, giving you the edge you need to unlock boards, characters and tricks.

Potter Primer 100



Magician-in-training Harry Potter comes to Game Boy Advance with a magical adventure in Harry Potter and the Sorcerer's Stone. Join Nintendo Power in a tour of Hogwarts School of Witchcraft & Wizardry and learn the basics of spell casting, star challenges and the elimination of baddies, such as the troublesome Doxies.

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PLAYER'S PULSE

It's a follow-up frenzy on the pages of Pulse as readers slug it out over sequels. We're also giving the straight story on Pokémon Diamond, hidden Nintendo GameCube footage and the inner workings of the Zapper Light Gun, proving once again that no one brings the love like the NP Krew!

SEQUEL SHAKEDOWN

If I liked the original, I instantly fall in love with the sequel because I can get into it right away. I don't even rent sequels—I just purchase them because I know they will be good!

Andy Byers
Carleton Place, ON

I love revisiting a game in a new way. It's interesting to see a game in a new form, while continuing to enjoy a classic story line. I think they should have sequels for every game.

Kevin Fennessy
Wilmington, DE

Every game? Hey, we like sequels as much as anyone, but the thought of Bebe's Kids II makes us drop our Controllers in horror.

I usually love sequels—especially Zelda sequels—but some games are better enjoyed as a once-in-a-lifetime experience.

Victor V. Ortiz III
Poteet, TX



I was thrilled to beat Ocarina of Time. Then I played Majora's Mask and saw a lot of regulars from Ocarina. Later, I heard Tatl say, "That was awesome! Have you done this before?" and I was so happy. I loved it!

TJ Barker
Via the Internet

I only want original stories. Rehashed sequels are usually poorly done and pretty boring.

Kurt Hanswirth
Kincheloe, MI

Hey, Nintendo, sequels are NEVER better than the originals. They can be good, but not better—unless it's on a new console, like Super Smash Bros. Melee.

Philippe Borduas
Via the Internet

I think sequels are an important, if not necessary, part of gaming. What if you really like a game and don't want it to end? If we didn't have sequels for Super Mario Bros. and The Legend of Zelda, think of all the fun we'd be missing.

31st Cheeseman
Via the Internet

The best sequel ever has to be Street Fighter II. Think about it. The original was never even made into a home console game, and yet Street Fighter II was the pioneer of all modern fighting games. It even led to more Street Fighter games, TV shows and movies.

Anonymous
Via the Internet

We have to agree—Street Fighter II is certainly one of the best video games ever made. In addition to inspiring a vast number of spin-off products, it almost single-handedly started the fighting game craze that swept the video game world in the mid 1990s. Best of all, the series is still going strong! We haven't been able to put down the new GBA version, Super Street Fighter II: Turbo Revival.

The best sequel of all time was Metal Combat for the Super NES. Battle Clash was great, too, but Metal Combat absolutely rocked. Too bad the days of the Super Scope are past—I would like to see a third one.

Anonymous
Via the Internet

I looked at the Power Chart in Volume 149 (which discussed sequels) and I was thinking that you really knew what you were talking about. Then I got to number six and did a double take. Gauntlet Legends? Sure, it's a great game, but a sequel? I would appreciate it if you could set my mind at ease and let me know what game it's a sequel to.

Anonymous
Via the Internet

Gauntlet Legends is the rip-roaring follow-up to two games: the arcade classic, Gauntlet, and the NES favorite, Gauntlet II. Go figure.

LETTER OF THE MONTH

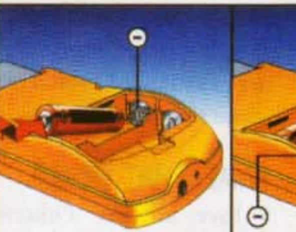
Several movie DVDs have extra or added footage that is often very interesting—how they made the movie, interviews with actors and actresses, stuff like that. I saw lots of game promos at E3, and that got me thinking. Is it possible to put extra footage or special promos on a Nintendo GameCube game?

PDFarsight
Via the Internet

Not only is it possible, it's already happening! There's a special "Making Of" video for NHL Hitz 20-02 that's available as soon as you start the game. There's also a "Making Of" documentary hidden in Star Wars Rogue Squadron II: Rogue Leader—but you'll have to discover how to unlock it for yourself.

DON'T BLOW YOUR BATTERIES!

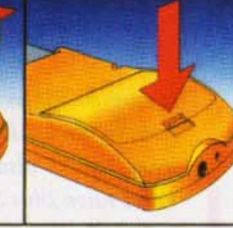




Make sure your batteries are facing the correct direction.



Insert negative terminal first, then snap in the positive end.



Gently close the cover. You're good to go.



I'm not really into sequels. Every time I play a Pokémon game, I get little flashbacks of when I was just starting out, playing Pokémon Red and Blue. So when I want to reclaim that feeling, I just go back and play a little Blue.

Vaporeon20001
Via the Internet

I'm so glad you chose sequels as a Write Away, Right Away topic. There is one game that absolutely deserves a sequel, and it's Star Fox 64! At the end of the game, it leaves you hanging with the knowledge that Fox's father is alive somewhere, but when it's time to party, he's suddenly gone. Where did he go? We must know! Star Fox is an excellent game, and you should really make another one.

Peter Rieke
Via the Internet

Consider it done. The good folks at Rare are hard at work on Star Fox Adventures: Dinosaur Planet, which is slated to be released on the Nintendo GameCube early next year. Maybe the mystery of Fox's father will finally be solved!

The best sequel of all time is Super Metroid. It took the best elements of the first two Metroids and combined them with a story line that can't be beat. And it didn't even make it into your Power Chart! What's wrong with you people? I hope Metroid Prime will live up to its predecessors—and from the little glimpses I've seen, I don't think we have to worry about that.

Jarred Azevedo
Via the Internet

I think sequels are very important, otherwise we wouldn't know what happened after the first game. And even if you don't care what happens, you can still play it and see lots of new stuff. I say, the more the better!

Charles Botz
Via the Internet

Bring 'em on! As long as the story and game play are compelling and true to the original, it seems sequels will keep gamers coming back for more.

CONTESTED!

My friend says that even if you win a Player's Poll contest, you won't get a prize. He says it's all a publicity stunt, and I was wondering if that was true.

Axe Broadblade
Via the Internet

Promising prizes and then not delivering would be illegal, not to mention bad for business. As thousands of previous winners can attest, all contest prizes are legit.

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TAKING STOCK

Does Nintendo sell shares of stock on either the American or Japanese market? If so, what's your ticker symbol?

Anonymous
Via the Internet

Nintendo stock is sold only on the Tokyo and Kyoto stock exchanges. While ticker symbols in the US market consist of letters (such as ERTS for Electronic Arts) the Japanese markets use numbers, and Nintendo's symbol is 7974. But remember that we spend most of our time playing games, not learning how to be skilled financial advisors. If you have more questions along these lines, we suggest you go find a stockbroker!

HEY THERE, HAYWOOD

Hey, I was reading Volume 149 and looking at the Wave Race: Blue Storm preview. In one of the pictures, you can see a big dude racing across the water. If you look carefully, you can see his name is R. Haywood. A long time ago, Nintendo made a game called 1080° Snowboarding, and one of the riders was Rob Haywood. Is it the same guy?

Angeline
Via the Internet



It sure is! Riders Ricky Winterborn and Akari Hayami from 1080° also appear in Wave Race: Blue Storm.

DIAMONDS AREN'T FOREVER

Lately I've been searching the Internet, and I found a copy of something called Pokémon Diamond for sale. The seller claimed it came directly from Japan, and I was wondering if it was a true Nintendo product. Thanks.

Cooldan9000
Via the Internet



No! The product you refer to is counterfeit and not endorsed by Nintendo in any way, shape or form. It's doubtful that the game would even work in a Game Boy or Game Boy Advance, and if it did, it would certainly not be a true Pokémon game. Because of their popularity, Pokémon products are often singled out for such nasty business practices, so be careful. If you find a game that you've never heard about, such as Pokémon Diamond or Pokémon Hot Pink, it's probably too good to be true. As soon as new Pokémon games are announced, you'll read about them in Pokécenter.

NAME THAT GRUNT

I love all the Pokémon games for Game Boy. But in Gold, Silver and Crystal, all the Team Rocket members that you battle are named "Rocket Grunt," even the girls. I mean, "Grunt" is a boy's name, and I would think everyone would have a different name. The only people with different names are the Rocket Executives.

Anonymous
Via the Internet

Though it seems like Team Rocket parents suffered a severe lack of creativity when naming their children, it's not that simple. "Grunt" isn't a name, like Mario or Joanna—it's a title. According to the Merriam Webster's Collegiate Dictionary, a grunt is "one who does routine unglamorous work." Fun synonyms for grunt include lackey, flunky, toady and stooge.

POWER CHART

We're wrapping up one of the most amazing years in Nintendo history. With the release of two new systems and a plethora of great games, there's never been a better time to be an NP reader. But what's been on your mind? Below, you'll find a list (in no particular order) of the eight topics that generated the most mail in 2001.

MAILING IT IN

1. **Nintendo GameCube**
2. **2001 NP redesign**
3. **Dragonball Z video game rumors**
4. **Game Boy Advance**
5. **New Zelda look**
6. **Graphics vs. game play debate**
7. **Favorite Nintendo moments**
8. **Super Smash Bros. Melee**

ARENA BOSS CHALLENGE

The Arena Boss Challenge from Volume 149 proved to be tougher than we thought—namely because we misspelled the name Grolgoth as Golgroth! (Hey, everyone makes mistakes, right?) Despite our error, a Mr. E. Thiessen (no address given) was skilled enough to track down the correct answers! Readers who found nine out of ten are: Tom Busick, OmniSephiroth, Austin Eastridge from Hutchinson, MN, and Doreen Lobelle from Lynbrook, NY. Congrats to all! The correct answers are below.

1. **Orochi—Dragon Warrior II**
2. **Nizbel—Chrono Trigger**
3. **Big Blag—Battletoads & Double Dragon**
4. **Evil Mani Mani—Earthbound**
5. **Shade Man—Mega Man 7**
6. **Bulzeeb—Bomberman 64: The Second Attack**
7. **Mr. Patch—Banjo-Tooie**
8. **Grendal—Mace: The Dark Age**
9. **Grolgoth—Rayman 2: The Great Escape**
10. **Gouriki—Deadly Arts**

WE'VE GOT YOU COVERED

Hey, what's up? I'm the biggest Nintendo freak there ever was, and guess what we just got at Levey Middle School? Nintendo book covers! They have a Game Boy Advance on one side and the Nintendo GameCube on the other. It's so cool! It's hard to do my schoolwork and not fantasize about playing the totally awesome games.

Brian Simpson
Southfield, MI

We're glad you like the new book covers, but don't get distracted! If you don't do your schoolwork, you won't learn anything—and then you won't be able to get a job and purchase your favorite games!

CLEAN SCREENS

What is the best way to clean my Game Boy Advance screen? Also, is it alright to use batteries with "extra power" in the GBA, like the new titanium ones from Energizer?

Anonymous
Via the Internet

You can clean your GBA screen by wiping it with a soft, water-dampened cloth. The cloth should be slightly damp, not dripping wet, and you shouldn't press hard when wiping the screen. Finally, never use a solvent such as Windex to clean the GBA. As far as batteries are concerned, you can use any type of alkaline battery in your Game Boy systems. The titanium batteries you mentioned have only a titanium "center" and work like regular alkaline batteries in all other respects.

RATING A RESPONSE

Hey y'all. I just got the new issue and I'm loving it, but I have a question about game ratings. I've seen E-rated, T-rated and M-rated games, but I've never seen a game that was rated A. My friends say that there is such a rating, but I'm not sure. Are there A-rated games for any Nintendo systems?

GCN Guru
Via the Internet

The "A" rating stands for "Adults Only" and is intended for only the most violent or raunchy games on the market. Needless to say, there are no A-rated Nintendo products.

QUACK QUACK

Hey, NP! How does that old orange Duck Hunt gun work? You know, the one that you used with the original Nintendo Entertainment System. Thanks!

Greg
Via the Internet

The "Duck Hunt Gun" is actually called the Zapper Light Gun, and it's surprisingly simple. Though most people think the Zapper fires some sort of signal at the TV screen, that's not the case. Rather, the front of the gun is fitted with a device that detects patterns of light. You might have noticed that pulling the trigger causes the screen to flash momentarily. During the flash, the flying ducks turn white for a split-second, while the background images (trees, sky, clouds, etc.) are rendered in a very dark black. The Zapper checks to see what it is pointed at—a dark splotch or a light one—and then sends that information to the NES, which records the shot as either a hit or a miss. Cool, no?



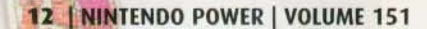
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WRITE AWAY, RIGHT AWAY



Nintendo GameCube arrives on November 18th, and we want your reactions. Did you pick up the new system, and if not, have you played it at a store or a friend's house? What are your favorite new games? And is that new Controller the most comfortable thing in the world, or what?! Write to the address on page 11 and give us the goods.



ARTIST'S GALLERY

Our request for rare and overlooked game art challenged budding artists the world over, resulting in pictures from such titles as Yo! Noid and Milon's Secret Castle. Scribblers waiting for their next assignment will have to sit tight for a month—a few changes are in the works for Nintendo Power, and we're going to hold off on a new Artist's Gallery topic until the January issue. That doesn't mean you can rest easy! Keep sending your fabulous artwork, no matter what the subject.



Keith Hamilton-Smith
Petersborough, Ontario

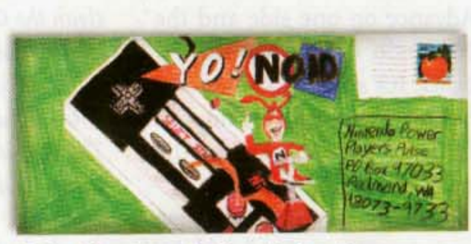


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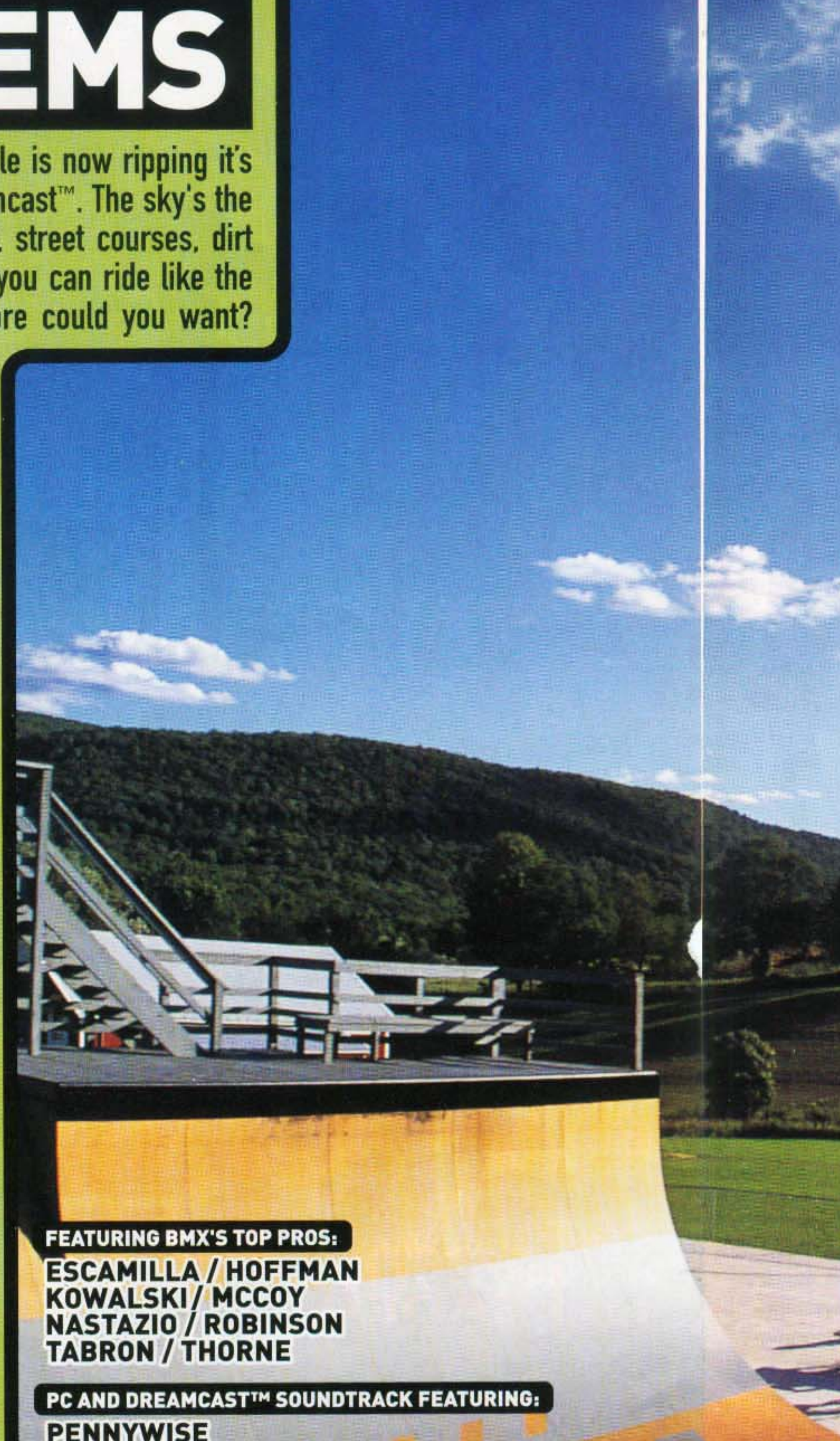
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THE SIMPSONS: ROAD RAGE

THIS MONTH

Universal Studios: Theme Parks Adventure



FIFA 2002



All-Star Baseball 2002



Extreme G 3



Also this month:
Star Wars: Jedi Power Battles
Rampage Puzzle Attack
Army Men: Operation Green
Nancy Drew: Message in a Haunted Mansion
Dave Mirra Freestyle BMX 2
Shaun Palmer's Pro Snowboarder

GET THEE TO A FUNNERY

Players anxious for fun, and a chance to test out the latest Nintendo GameCube titles, can head to retail locations across North America to spend some quality time with GCN. The first GCN interactive demo features playable action on Luigi's Mansion, Wave Race: Blue Storm and *Star Wars* Rogue Squadron II: Rogue Leader, plus movies of those games and Pikmin, NBA Courtside 2002 and Super Smash Bros. Melee. The playable demos last 15 or 20 minutes and include a Controller Function screen and options to get you into the game. Each of the movies lasts one minute and includes lots of fast-paced highlights.

If you begin with Luigi's Mansion, you'll have 20 minutes to scare up some ghosts using Professor E. Gadd's Poltergust 3000. You'll learn how to surprise ghosts and capture them, and then you'll actually enter the haunted mansion and begin the search for Mario. The Wave Race: Blue Storm demo opens with wild wave action in three modes. Riders can test-drive the Championship Mode, Time Attack Mode and Stunt Mode. If you clear the Exhibition in Dolphin Park, you'll have access to all five of the tracks from the Normal Circuit, including Lost Temple Lagoon, Southern Island, Aspen Lake, Ocean City Harbor and Arctic Bay. Watch out for nasty weather and intense competition from the other riders. The final demo takes you to a galaxy far, far away and puts you in command of Rogue Squadron. The Rebel Alliance is preparing a major attack against the Empire as Luke Skywalker and Wedge Antilles enter the fray in mission-based aerial combat. Beginning with attacks on the planet-sized Death Star and the famous trench-run, you'll have 15 minutes and three lives to strike back at the Empire in your X-wing fighter. It's an amazing first experience for gamers. Once you've held the GCN Controller and played the demos, you'll want a lot more than 15 minutes of time on the ultimate gaming machine.

▲ GCN Counter-top Model

◀ Floor Interactive

ROAD RAGE IN SPRINGFIELD

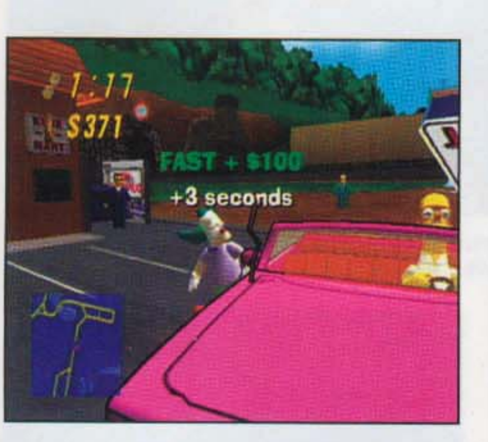
Homer has a bright idea-to hire himself out as a cab driver—and that gets the rest of the Simpson family out the door and down the road. In The Simpsons: Road Rage for Nintendo GameCube, virtually the entire town of Springfield is headed for a crazy ride thanks to EA Games, FOX Interactive and Radical Entertainment.

CRAZINESS CUBED

Imagine Crazy Taxi with a healthy dose of Simpsonesque humor and so many unlockable characters and cars (17) and neighborhoods (6) that you'll probably drive shifts late into the night in a frantic attempt to see everything the game has to offer. The offerings include Crazy Taxi-like time-limited shifts in the Road Rage Mode, a leisurely exploration of Springfield in the Sunday Drive Mode, fun variations in the Mission Mode and multiplayer action in the Head-to-Head Mode. The town of Springfield turns out to be a huge place, full of shortcuts and obstacles to break through, not to mention fares waiting to be picked up and delivered. The more money you make, the more special stuff you unlock. In fact, there's so much game here that you won't have to worry about reruns for a long time to come.

COWABUNGA, MAN!

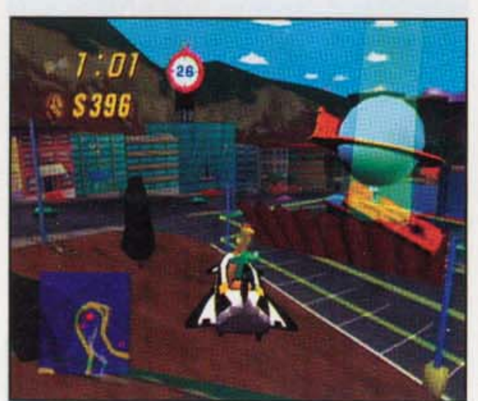
Tying the fun together is the almost constant and hilarious barrage of chatter from the characters. It's like stepping into an episode of the cartoon. Not only do the drivers and passengers sling irreverent verbal barbs at each other just like they do on TV, but the 3-D town actually looks like its television counterpart. The game also boasts a huge range of vehicles, from Bart's spacey racer to Willie's tractor. There's the famous bigband theme song, Mr. Smithers's industrial/criminal empire and Krusty the Clown looking like something the cat choked up. The Simpsons: Road Rage is a tour de farce that no one should miss, and it's coming to Nintendo GameCube before the end of the year. Stay tuned for more!























BART SIMPSON AT YOUR SERVICE . . .

FIRST PLAY

HANDS-ON PREVIEWS OF UPCOMING GAMES

A WALK IN THE PARK

Universal Studios: Theme Parks Adventure sounds like a destination resort in California or Florida, but it's really an exclusive game for Nintendo GameCube from Kemco. The game gets its title from the many minigames on the disk, all of which are based on Universal movies, such as *Jurassic Park*, *Back to the Future* and *E.T.: The Extraterrestrial*. Eight main attractions are linked together by a 3-D interface that looks like a theme park. Players walk around the park, earning tickets to the attractions by finding hidden objects and helping other visitors. In addition to the major attractions, the game has trivia games, minigames, car races and more. The park layout is based on Universal Studios Japan in Osaka, Japan, but it's filled with the sort of excitement and fun that you'll find at any theme park.



Race a customized DeLorean into the future in the Back to the Future: The Ride attraction.



Battle fire, smoke, heat, explosions and the clock in the Backdraft attraction.



A huge people-eating machine chases your boat in an attraction based on the movie *Jaws*.



When a T-Rex or a pack of Velociraptors is chasing your jeep, you can't help but look back and take pot shots at them.



Let Woody Woodpecker guide you through the fun of a virtual theme park.



Bullets are flying in The Wild Wild Wild West attraction—a shoot-out where no one gets hurt.



The theme park is a vast place filled with fun and games for fans of all ages.

THE OTHER FOOTBALL

EA Sports knows soccer, and no one presents a more realistic simulation of the game that the rest of the world knows as football than EA. FIFA 2002 for GCN is proof that the masters of the pitch have stepped up to the next level of realism. Players can challenge the CPU or their buddies in a Friendly match, qualify for the World Cup, play a season or any of several tournaments with one of 75 teams, create players, teams, leagues and cups and manage the best teams in the world. On the pitch, a new precision passing system gives players laser-like control. The animation on the field is uncannily real, and the commentary makes you wonder how EA managed to fit an actual person into your TV. Besides the brilliant play, FIFA 2002 is stuffed with extras, such as hilarious outtakes, a superior training video and virtually every type of control you can imagine, from audio to cameras to rules and even AI. Even the crowds are realistically animated. It's all in the game and it's all on Nintendo GameCube.







MARIO'S WORLD

Super Mario World was the must-have game when the Super NES first launched in 1991. The game featured Mario and Yoshi in sprawling stages with multiple scrolling backgrounds. The magic will return for Game Boy Advance next year when Super Mario Advance 2 is released in North America. In Japan, gamers get to explore Mario's world starting this December. There's also a Mario Bros. multiplayer game added to the mix for even more Mario mayhem.













SUPER MARIO ADVANCE 2 = SUPER MARIO WORLD

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

SEGA TEAMS UP WITH THQ

Two of the biggest game publishers will team up to deliver content for the Game Boy Advance. In the future, games featuring Sega characters, such as **Sonic the Hedgehog**, will be released through a joint effort with THQ. As many as 16 titles are said to be included in the deal, including **The House of the Dead Pinball** (tentative title), **Sega Smash Pack**, **Puyo Pop**, **Columns Crown**, a collection of classic Sega Genesis games and an MLB licensed baseball game. Six of the games are already in development, the first of which will be released in March 2002. Apparently, Sega wants to concentrate on bigger things, such as its 10 Nintendo GameCube titles. We can live with that.

Q COMES TO JAPAN

Matsushita has announced that it will release a Nintendo GameCube-compatible DVD player this December in Japan. The Panasonic "Q" DVD unit features a front LCD screen and the option to play DVD movies, audio CDs and GCN Game Discs. The Q will retail for about 30,000 yen. No plans have been announced at this time for a North American release.

SUPERMAN FOR GBA

Infogrames has announced plans to create a **Superman** title for Game Boy Advance, and hopes to release a game featuring the man of steel in the first quarter of 2002. More details to follow in the Daily Planet.

ACTIVISION'S 14

Activision recently confirmed plans to release 14 titles for Nintendo GameCube between April 2002 and March 2003. One title, **Spider-Man: The Movie Game**, will be based on the upcoming cinematic debut of the web-weaving wonder. Activision also confirmed that one of the 14 titles will be based on the **X-Men** license. That's mutant news for GCN fans.

DARK SUMMIT COMING SOON

THQ is working on a new style of snowboarding game. **Dark Summit**, due out for Nintendo GameCube early in 2002, combines radical boarding with darker adventure elements. Players engage in missions to stop the mysterious doings of Chief O'Leary, who has closed the mountain to boarders. With 45 challenging areas on Mt. Garrick, five snowboarders, realistic physics, tons of gear and a two-player mode, Dark Summit looks like an avalanche of fun. We have some exclusive pics to help set the scene.



Dark Summit

MIDWAY'S MONSTER PUZZLER

Midway's **Rampage Puzzle Attack** for GBA features George, Ralph, Lizzie and several hidden monsters in a Rescue Mode, where you have to free the monsters from cages at the bottom of the stack of blocks. The other modes—Clear, Puzzle and Marathon—don't feature the monsters as prominently. There's a two-player Game Link Mode, as well. The puzzle action involves blowing up areas composed of colored blocks with bombs of a matching color—sort of an explosive Tetris Attack.

AT THE STARTING LINE

Cel Damage for Nintendo GameCube is a surprise, not only in that it is coming to GCN, but that it is expected to get there as early as December. The racing/fighting title from EA Games features cartoonish characters—hence the name—and plenty of animated crashing and bashing.

THAT DARNED TRADE FEDERATION

The notorious Trade Federation from *Star Wars:* Episode I The Phantom Menace is back at it, cutting off vital supplies to Naboo. As young Obi-Wan Kenobi, Qui-Gon Jinn or Mace Windu, players battle through 10 levels filled with dangerous droids and beasts to the final showdown with the Sith Lord, Darth Maul. ***Star Wars:* Jedi Power Battles** for Game Boy Advance is headed to a store not so far away by the end of the year.

STOPPING THE TAN ADVANCE

Army Men: Operation Green from 3DO is the second conflict on the GBA battlefield between the forces of General Plastro's Tan Army and a heroic Green Army soldier—namely you. The mission this time around takes you through 15 levels in five environments. You can control tanks and half-tracks and even call in airdrops. More news is due in from the front soon, but our intelligence suggests that 3DO will unleash Operation Green in December.



Army Men: Operation Green

SLEUTHS WANTED

As millions of readers have discovered over the past 70 years, Nancy Drew is a smart, resourceful, spunky teenager who always solves the case. **Nancy Drew: Message in a Haunted Mansion** from Dreamcatcher and Her Interactive takes place in a Victorian mansion in San Francisco, where strange things are getting in the way of a renovation project. Players view the rooms and items, talk to characters, phone friends for help collect clues that are stored in a PDA. The real mystery is why we haven't seen a quality Nancy Drew title like this before.



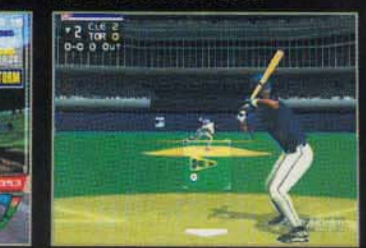
Nancy Drew: Message in a Haunted Mansion

GAME WATCH FORECAST

Extreme G 3



All-Star Baseball 2002



Shawn Palmer Pro Snowboarder



Mech Platoon



CAPCOM IS SHEEPISH

No, we're not trying to pull the wool over your eyes. Capcom is bringing out a game based on herding sheep. In **Sheep**, for Game Boy Advance, players don sheep-dogs' clothing to round up their missing woolly charges in four worlds and 24 stages full of obstacles and dangers. There are four types of sheep, some that are easy to herd and others that are quite stubborn, but they all must be brought back to their farms. The grazing begins in early 2002.

ADVANCE NEWS

Finishing things off, Game Watch has a list of games that should be released for Game Boy Advance in the next month or two, beginning with **World Wrestling Federation: Road to Wrestlemania** from THQ. The first of the series from THQ features famous wrestlers, such as Steve Austin and The Rock. **Dave Mirra Freestyle BMX 2** from Acclaim heads the list of extreme sports titles, and **Shaun Palmer's Pro Snowboarder** from Activision busts out some big moves of its own. For some quieter fun, take a look at Konami's **ESPN Great Outdoor Games: Bass Fishing 2002.** Ubi Soft has also announced that it is working on a GBA game based on the **Salt Lake 2002 Winter Olympics** featuring six events. Let the games begin!

NINTENDO GAMECUBE

1080° SNOWBOARDING 2	KAMEO: ELEMENTS OF POWER	RUGRATS
18-WHEELER: AMERICAN PRO TRUCKER	LEGENDS OF WRESTLING	SCOOBY-DOO!
ALL-STAR BASEBALL 2002	THE LEGEND OF ZELDA	SEGA SPORTS NBA 2K2
ANIMAL FOREST	MARIO KART	THE SIMPSONS: ROAD RAGE
BATMAN: DARK TOMORROW	METROID PRIME	SONIC ADVENTURE 2
BOMBERMAN GENERATION	MICKEY MOUSE FOR GCN	SPIDER-MAN: THE MOVIE GAME
CEL DAMAGE	MX 2003 FEATURING RICKY CARMICHAEL	SPONGEBOB SQUAREPANTS
CHiPs	NBA COURTSIDE 2002	STAR FOX ADVENTURES: DINOSAUR PLANET
DARK SUMMIT	NBA STREET BASKETBALL	TETRIS WORLDS
DONKEY KONG RACING	NFL BLITZ 20-02	TUROK EVOLUTION
DUKE NUKEM FOREVER	NFL QUARTERBACK CLUB 2002	UNIVERSAL STUDIOS: THEME PARKS ADVENTURE
EXTREME G 3	PHANTASY STAR ONLINE VERSION 2	WORLD WRESTLING FEDERATION WRESTLEMANIA
FIFA SOCCER 2002	RALLY SIMULATION	
JEREMY MCGRATH SUPERCROSS	ROCKET POWER	
JIMMY NEUTRON BOY GENIUS	ROGUE SPEAR	

GAME BOY ADVANCE

AERIAL ACES	M&MS: BLAST!	SHEEP
AMERICAN BASS CHALLENGE	MAT HOFFMAN PRO BMX	SHREK KART
ARMY MEN: OPERATION GREEN	MECH PLATOON	SONIC THE HEDGEHOG ADVANCE
BANJO-KAZOOIE: GRUNTY'S REVENGE	METROID 4	*STAR WARS*: JEDI POWER BATTLES
BONX	MIDNIGHT CLUB STREET RACING	SUPERMAN
COLUMNS CROWN	MLB SLUGGERS	SUPER MARIO ADVANCE 2
CRASH BANDICOOT	MOTO GP	SUPER MARIO BROS. 3
DARK ARENA	NANCY DREW: MESSAGE IN A HAUNTED MANSION	SUPER MARIO WORLD
DIDDY KONG PILOT	NHL HITZ 20-02	TACTICS OGRE GAIDEN
DK COCONUT CRACKERS	NO RULES: GET PHAT	(THE) SIMS
ESPN GREAT OUTDOOR GAMES: BASS FISHING 2002	PAINTBALL	TINY TOONS: BUSTER'S BAD DREAM
EUROPEAN SOCCER LEAGUE	PLANET MONSTERS	TINY TOONS: WACKY STACKERS
FIEVEL: AN AMERICAN TAIL	POWERPUFF GIRLS: MOJO JOJO A-GO-GO	TOM & JERRY: THE MAGIC RING
FLINTSTONES: BIG TROUBLE IN BEDROCK	RAMPAGE PUZZLE ATTACK	VIRTUAL KASPAROV
GRAND THEFT AUTO 3	SABREWULF	WORLD WRESTLING FEDERATION: ROAD TO WRESTLEMANIA
(THE) HOUSE OF THE DEAD PINBALL	SALT LAKE 2002 WINTER OLYMPICS	YOSHI'S ISLAND
THE LAND BEFORE TIME	SEGA SMASH PACK	YOSHI'S STORY
LEGO RACERS 2	SHAUN PALMER'S PRO SNOWBOARDER	

GAME BOY COLOR

CUBIX: ROBOTS FOR EVERYONE RACE 'N ROBOTS	HARRY POTTER AND THE SORCERER'S STONE	MEGA MAN X-TREME 2
		RAYMAN 2

WELCOME TO MY WORLD

TONY HAWK'S PRO SKATER 3


Tony like you've never seen him before.


All new flatland tricks like Caspers, the Primo, and the Handstand Manual.


Skate with friends in all new online play.


Massive Living Levels include interactive pedestrians, traffic, and other skaters.

Enter the ultimate skater's world. Weave through traffic, avoid annoying pedestrians and cause natural disasters as you shred through 8 massive living levels in the ultimate skating challenge. Skate as the legendary Tony Hawk... or create your own legend with the improved Create-a-Skater feature where you can choose from hundreds of looks. Master new tricks using the same tight THPS2 controls and check your skills by taking it online against your friends across town or around the globe. Welcome to my world.

Featuring songs by Alien Ant Farm, Motorhead, and Ozomatli.
Sountrack available on Maverick Records.





Compatible with the PlayStation® game console and compatible with the PlayStation®2 computer entertainment system.



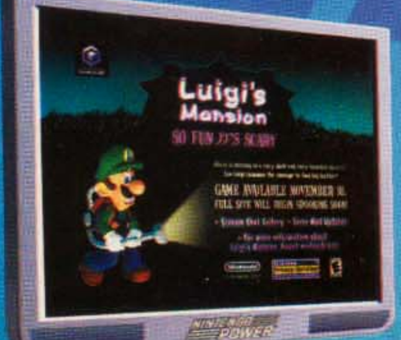






ACTIVISIONO2.COM





luigis-mansion.com

Poltergeists are popping up everywhere. First a gaggle of ghosts invaded Luigi's Mansion for Nintendo GameCube. Now they've descended on luigis-mansion.com. The official site for Luigi's first big adventure is set in Professor E. Gadd's secret underground laboratory. By visiting the site, you can learn about the features of the game, view screen shots and movies that showcase the game's amazing graphics and interact with the mansion's uninvited occupants—a whole lot of scary spirits and Boos. When the lights go out in the laboratory, your cursor turns into a flashlight and you must fumble in the dark to find the switch. When you restore the light, you'll find a history of Luigi (along with a complete gameography), funny family photos of the game's gallery ghosts on vacation, a collection of e-cards and a couple of wacky minigames. One of the minigames gives you the chance to consult Madame Clairvoya's Crystal Ball. If you ask it a simple question, receive a mysterious, and sometimes humorous, response. In the other minigame, you can challenge the mansion's resident pool shark, Slim Bankshot, to a game of Poltercue. He's got a cue stick. You've got a vacuum. The challenge is to beat him at his own game. Log in and have fun!

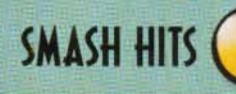
BLUE STORM'S BIG SPLASH



waverace-bluestorm.com

Wave Race: Blue Storm is hitting Nintendo GameCube racing fans with the power of a tsunami. To celebrate the game's release, our online group has established a series of password challenges. When you log on to waverace-bluestorm.com, you'll receive a password for the game. On the game's option screen, press and hold the X Button, Z Button and Start Button all at the same time to go to the password entry screen. Enter the password that you received from the site to register the latest challenge—a race around one of the game's courses in Time Attack Mode. When you accomplish the challenge, you'll receive a different password from the game. You can enter the new password in the appropriate place on the website to see if your accomplishment rates a place on the Wave Race: Blue Storm leaderboard. In addition to password challenges, the site features general information about the game, descriptions of the riders, courses and modes and plenty of screen shots and movies. The game features incredible water effects and adrenaline-pumping speed, both of which are evident in the splashing action-packed movies.

QUICK BYTES



SMASH HITS Super Smash Bros. Melee will hit Nintendo GameCube systems nationwide in early December. The game's official Nintendo website is online now. The site includes Smash Mail, a feature that allows visitors to challenge friends to a Super Smash Bros. Melee battle via e-mail and watch the results in the form of a movie on the website. Check it out!

POWER PLUG Nintendo Power strategy reviews of Nintendo GameCube and Game Boy Advance games are filling the pages of Volume 151 and nintendopower.com. When you log in, you'll find movies of strategies for Super Smash Bros. Melee, Tony Hawk's Pro Skater 3, Golden Sun and several other games featured in this month's issue of your favorite game magazine.



PELLET POWER The pikmin.com SpaceForce competition is now online. Go to pikmin.com to sign up, then start searching official Nintendo sites for Pikmin pellets and Pikmin creatures. If you collect enough items, you'll earn pieces of Captain Olimar's spaceship. When you put all of the pieces together, you'll be able to download exclusive movies of Pikmin game footage.

HIT LIST

The end of summer brought a lot of activity to official Nintendo Pokémon sites with visits from several million Pokémon fans. This issue's hit list covers the Pokémon sites that received the most hits in the month of September. Gotta bookmark'em all!

1. pokemon.com
2. pokemoncrystal.com
3. pokemongold.com
4. heyyoupikachu.com
5. pokemoncardgb.com

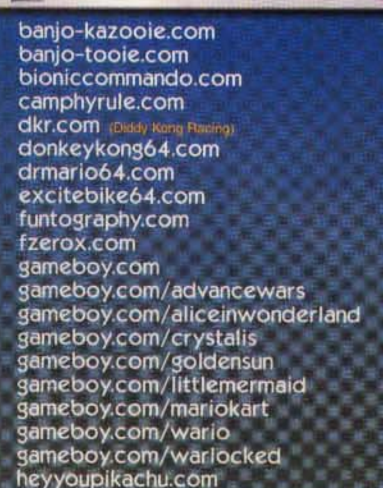


SUN SITE

Already a huge hit in Japan and guaranteed to delight RPG fans all over the world, Golden Sun for Game Boy Advance is now the subject of an official Nintendo website. By visiting gameboy.com/goldensun, you'll learn about the world of Golden Sun, participate as part of its growing community of fans and get helpful tips on managing the game's complex magic system.



NINTENDO WEBSITE LIST



banjo-kazooie.com
banjo-tooie.com
bioniccommando.com
camphyrule.com
dkr.com (Diddy Kong Racing)
donkeykong64.com
drmario64.com
excitebike64.com
funtography.com
fzerox.com
gameboy.com
gameboy.com/advancewars
gameboy.com/aliceinwonderland
gameboy.com/crystalis
gameboy.com/goldensun
gameboy.com/littlemermaid
gameboy.com/mariokart
gameboy.com/wario
gameboy.com/warlocked
heyyoupikachu.com
jetforcegemini.com
kirby64.com
luigis-mansion.com
mariogolf.net
marioparty.com
marioparty2.com
marioparty3.com
mariotennis.com
mickeysspeedwayusa.com
nintendo.com/goldeneye007
nintendo.com
nintendogamecube.com
nintendopower.com
papermario.com
pikmin.com
pokemon.com
pokemoncardgb.com
pokemoncrystal.com
pokemongold.com
pokemonpuzzleleague.com
pokemonsilver.com
pokemonsnap.com
pokemonstadium.com
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron, Star Wars: Rogue Squadron II: Rouge Leader)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
tiltntumble.com
waluigi.com
warioland3.com
waverace-bluestorm.com
yoshisstory.com
zelda.com



When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can get more info on nintendopower.com.

PHALANX



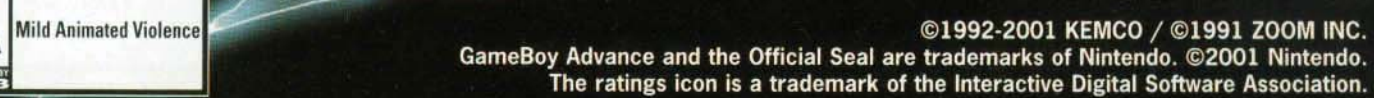






One million aliens. One ultra-hot space fighter. That should make the odds just about even. Kemco presents the most sophisticated portable arcade shooter in the galaxy.

GAME BOY ADVANCE



MECH PLATOON

Four warring nations. Three precious natural resources. Build your own units in this highly detailed, epic real-time battle simulation.









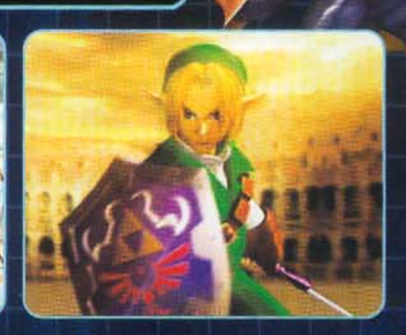




TAKE A SMASH COURSE IN THE SUPER ONE-PLAYER MODES OF THE HIGHLY ANTICIPATED FIGHTER.

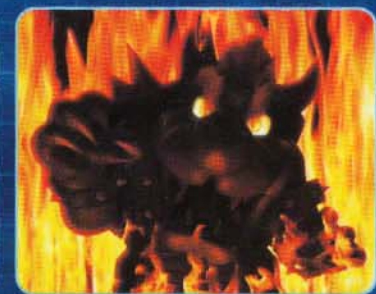






SUPER SMASH BROS.™ Melee















Super Smash Bros. Melee is a super upgrade to the N64 classic, Super Smash Bros. Everything about the game has been supersized, from the number of characters to the variety of games for one or multiple players. Gamers can even learn more about Nintendo's history by picking up trophies!



Super Smash Basics

You can play Super Smash Bros. on your own or with friends. There are several different options no matter how many people are playing the game. You can customize many battles to suit your battling style. By earning trophies, you can learn more about Nintendo's characters and games.

1-P MODE

You can choose from several different one-player modes. You'll learn more about the Regular Match's Classic and Adventure Modes on the following pages. The Event Matches present special challenges. The Stadium features the Target Test, Home-Run Contest and Multi-Man Melee. Training Mode lets you hone your skills.





VS. MODE

Options for multiple players include Melee, a basic match for one to four players. Tournament Melee can create tournaments for up to 64 players. Special Melee includes games with unusual rules you won't find anywhere else that let you fight in new, unexpected ways. Custom Rules let you personalize some variables in each match.





TROPHIES

There are hundreds of trophies to collect in the game. There are many ways to earn the trophies, from finding them in the different modes to using hard-earned coins to buy them and beyond. Each trophy gives a minihistory on the character, item or vehicle it depicts.





DATA

The data section allows you to see pictures you've taken in the Special Melee's Camera Mode. You can also view Smash Bros. movies and take a look at the records set and bonuses earned in all of the game play modes. Under Special, you'll find a record of your achievements in the game, such as the characters you've unlocked.





The Initial Bros.

There are 14 characters available initially, and you can unlock many more. You can change the color and appearance of your character with the X and Y Buttons. We've listed some info on the characters and their special B Button moves below. In some modes, you can adjust the difficulty and your stock (the number of lives you have).





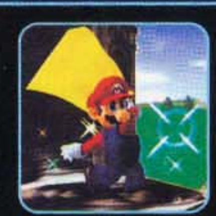
Mario



Mario is a good starting character. The plumber is very well-balanced in every category, with excellent attacks and average weight, speed and strength.



B Mario's Fireball doesn't do a ton of damage, but it can be used up close or far away—and it's very annoying.



B + → Mario's Cape does damage, turns enemies around and can deflect projectiles. All moves with right arrows work with left arrows, too.

Pikachu



The popular Pokémon, Pikachu, is on the light side, but it is very agile and its electric attacks are relatively powerful. Try running around and choosing your moments to strike.



B Pikachu's Thunder Jolt is a decent basic attack that can travel a short distance to your opponent.



B + ↓ The powerful Thunder attack flows down from the air to the place where Pikachu stands. It stops at the first platform it hits.

Bowser



Bowser is slow, but his attacks are very powerful and his thick shell protects him from damage. He's so heavy, it's hard to throw or smash him off the screen.



B Unlike many B Button attacks, you can hold Bowser's Fire Breath down for a long time. If you use it too long, it will need to recharge.



B + ↓ The Bowser Bomb sends the Koopa King up in the air in the direction he's facing and down again, hopefully onto other players.

Peach



Make Peach float by holding the Control Stick Up, and move her left or right as well. She's light and easily thrown, and her attacks are somewhat weak.



B Peach pulls Toad out of thin air when you press B. Toad can deflect and redirect the attacks aimed at Peach if your timing is right.



B + ↓ The lovely Princess of the Mushroom Kingdom can also pull vegetables out of the ground to toss at her enemies.

Yoshi



Yoshi has some unique attributes. He is resistant to damage when airborne, and he doesn't have a third jump, though his second jump is very good.



B Use the B Button to use the Egg Lay move to swallow your opponents, who end up trapped in Yoshi Eggs.



B + → Yoshi's Egg Roll seals the daring dino himself into an egg, which you can roll back and forth along the stages. It's fast and hard to control.

DK





The necktie-clad simian is heavy but relatively fast. His attacks pack quite a wallop, but they aren't exceptionally speedy.





B DK's Giant Punch can be charged up. Hit B once to start charging the move, then hit it again to send the punch flying at a foe.





B + ↓ Donkey Kong's Hand Slap pounds the ground (and any enemies) in his way. If an opponent walks into the area, he'll fly into the air, too.

C. Falcon





Captain Falcon's attacks take a while to execute, but he's otherwise a very speedy combatant. Falcon's attacks are very powerful, however, and they're worth the wait.



B The Falcon Punch doesn't launch immediately after you push B, so you have to time it correctly to hit your opponents.



B + ↓ The Falcon Kick is faster than the Punch, and it can be used as a long-range attack in its own way. Don't use it near ledges.

Fox



The leader of Star Fox is one of the fastest Smash Bros. His attacks aren't very strong, however, and he is lighter now than he was in the original Super Smash Bros.

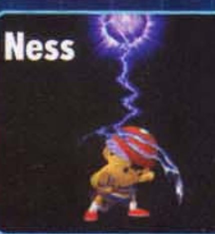


B Fox McCloud's Blaster isn't very strong, but it can be used at both close and long range. It does not cause enemies to flinch.



B + → Fox Illusion sends the space hero speeding in whichever direction you're pointing him. It doesn't do much damage, but it is surprising.

Ness



Ness is one of the hardest of the beginning Bros. to master. Many of his attacks are long-range, though several, like PK Thunder and PK Flash, can be controlled and directed.

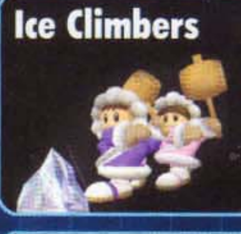


B PK Flash is relatively weak unless you charge it by holding down the B Button. You can move the charge a bit before it goes off.



B + → PK Fire will travel until it hits an enemy. It stays on the ground for a while, so try to hit the enemy back into the fire to do more damage.

Ice Climbers



Nana and Popo work together to take on opponents. While both can be KO'd separately, only the Ice Climber you're controlling counts against your stock.

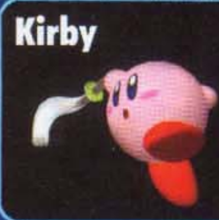


B The Ice Shot sends one miniglacier out if your Ice Climber is alone, and two if the other Ice Climber is at your side.



B + ↓ The Blizzard attack works best up close and personal. The Ice Climbers sometimes freeze foes with it.

Kirby



Kirby's ability to inflate himself allows him to float away from danger, but his light weight also makes him very easy to knock off a stage. He can copy the look of any character.



B The pink powerhouse uses his Swallow attack to assume the B Button attacks of his enemies, not to mention their headgear.



B + ↓ Kirby's Stone attack turns the lightweight puffball into a heavyweight temporarily, allowing him to squish the competition.

Samus



Ms. Aran's armor protects her from damage, and many of her attacks are long-range, which makes her an excellent fighter even if she's nowhere near the other players.



B Hold down the B Button to charge up Samus's Charge Shot, which you don't have to use immediately. The charge will hold.



B + → Samus's Missile has homing capabilities unless it's used as a smash move—then it's more powerful and moves in a straight line.

Zelda



Unlike the other characters, Zelda is actually two characters in one. You can control either Zelda or her magically created alter ego, Sheik. Zelda's magical powers are very strong.



B Nayru's Love can deflect projectile attacks, and you can also use it as a weapon in its own right.



B + ↓ Zelda uses Transform to become Sheik, and vice versa. Sheik is more acrobatic and faster than Zelda but lacks magical attacks.

Link



Hyrule's Hero, Link, is relatively slow, but he has many diverse attacks, some suited to long-range and others suited to close-range attacks.



B Link's Bow attack sends arrows at his enemies. They don't do much damage, but you can use them from a distance.



B + → Link's Boomerang, like the Bow attack, takes a bit of time to use, but it, too, is a long-range attack, so you should have the time you need.

MORE FIGHTING TECHNIQUES

Each character has many more moves than the two we've revealed. In addition, there are other techniques that are common to all the characters in the game.



Dodging and Defending



Press the L or R Button while pushing the Control Stick Down to dodge attacks. By pressing L or R plus Left or Right on the Control Stick, you will perform a rolling dodge. You can use the shield by pressing the L or R Button. The shield fades after a while.

Damage Percentage



Super Smash Bros. Melee doesn't use life meters the way standard fighting games do. Instead, you have a damage percentage, which can reach way over 100%. The higher the percentage, the easier it is to knock a player out of the playing field.

Smashes and Grabs NP




Tap the Control Stick in a direction and press A at the same time to perform powerful Smash attacks. Continue to hold the A Button to charge the hit. To grab nearby opponents, press the R Button and A Button, then swing and throw them with the Control Stick.

THE ENVIRONMENT

Each stage has its own particular set of dangers, especially the edges and cliffs that appear on most stages. Practice on every stage to understand the environment.



Know the Arena



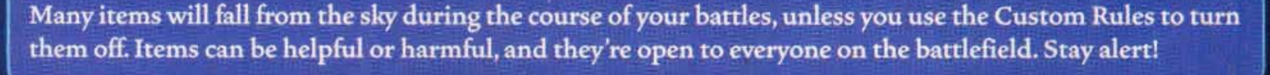
The various arenas from the Nintendo universe are elaborate compared to other fighting games. There is always the risk of falling off, so it's a good idea to know all parts of the arena, especially those that change mid-fight. Some arenas have small platforms or islands on the sides that you need to be aware of, in the event you fall off the larger platforms.

Jumping Technique



As your damage percentage increases and hits send you flying off the arena, your jumping skills become very important. All characters have at least two jumps, and some have three. Time your jumps to get back in the fight. Push Up on the Control Stick to jump. At the crest of the jump, push Up again to double-jump. The third jump, when available, is Up on the Control Stick plus B.

BATTLE GEAR



Many items will fall from the sky during the course of your battles, unless you use the Custom Rules to turn them off. Items can be helpful or harmful, and they're open to everyone on the battlefield. Stay alert!



New Weapons



Pick up items with the A Button, and be sure to try out all the items. You can charge swords and some other weapons the way you would a normal Left or Right plus A Smash attack, which is good, because the weapon replaces those attacks while you're holding it. Drop items with the Z Button. Some items such as the Party Ball can be thrown to reveal new items.

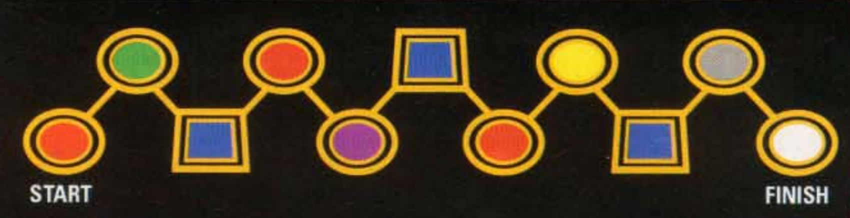
Power Up



Watch for items that will help your damage and defense. Sometimes food will fall from a Party Ball or the sky—eat it with the A Button to erase some of your damage. Other times, you'll see items that will turn you into metal, make you bigger or give you invincibility. Always be on the lookout for the items, and don't let your opponents reach them first.

Regular Match: Classic

Classic Mode features several types of battles, which test your abilities in many ways. Some types of battles repeat, so we're providing you with a bit of background on them. The battle ladder is shown on the right.



NORMAL MELEE

Normal Melee is traditional Super Smash Bros. battling against one opponent. In every battle, your opponent is randomly selected, so you won't necessarily battle the same foes every time you play Classic Mode. Before you start, you can choose your stock, from one to five.




Generally speaking, this is a regular one-on-one match, except that you will have many more chances to win than your opponent. Battle carefully and try not to waste any of your stock lives on the relatively easy matchups.

TEAM MELEE

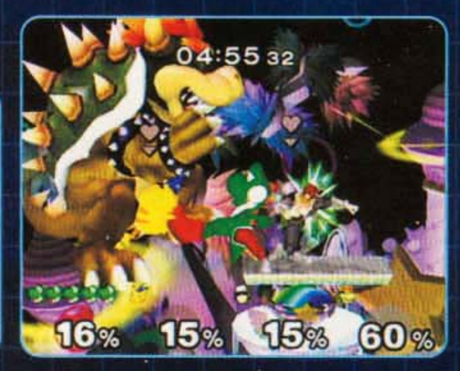
You gain a CPU-controlled ally in Team Melee, and the two of you do battle against two CPU-controlled players. You can let your teammate do a lot of the work, but he or she may be taken out rather quickly. If you do let your teammate do your dirty work, you won't score many points.




You won't harm your computer ally, so don't worry about launching an attack while he or she is in the way. Your computer helper isn't a stellar player, so if you want the match to end quickly, you should take the lead against your opponents.

GIANT MELEE

Giant Melee pits you and two computer-guided allies against a very large opponent. Your giant opponent is very heavy but also relatively slow. You won't be able to knock the giant off the platform until you've inflicted considerable damage.




The randomly generated opponents stand up to attacks better than their smaller counterparts, so you'll have to double or triple your efforts to harm them. Keep moving—the giants are slow and can't keep up with you. They also have a harder time recovering from falls.

MULTI-MAN MELEE

In the Very Easy, Easy and Normal Multi-Man Melees, your opponents are relatively easy to defeat—one or two solid attacks will send them flying off the screen. In the harder levels, they won't be defeated so easily, which, of course, goes for all of the battles at higher levels.

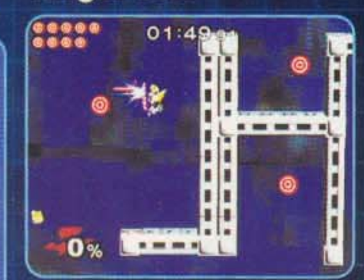



Use Smash Attacks, swords or any relatively strong attack to send your many opponents packing. The participants in the Multi-Man Melee are not very strong. You can often take several out with one good blow.

BONUS STAGE

There are three different types of Bonus Stages in Classic Mode. The Target Test and Race to the Finish levels return from Super Smash Bros., and they are joined by the the Snag Trophies level. Each of the Bonus Stages gives you a different sort of bonus.

Target Test



Smash the targets within the allotted time to add points to your score. You'll get a bonus at the end of the Classic Mode if you manage to break them all.

Trophies



Three trophies fall from the sky, and you have to hit them onto the golden platform to claim them as your own. You have to complete Classic Mode to keep them.

Get to the End



Don't enter any of the doors near the beginning of the level if you want to earn valuable coins. Go as far as you can within the time limit.

METAL MELEE

You'll battle a permanently metallic version of one of the available characters in Metal Melee. Metal characters are slower than their nonmetal counterparts, but they share their moves. Metal characters are also very heavy and hard to knock into the air and off the platforms.





Speed around the slow, metal character and attack it with your best shots. Try to knock the metallic menace off the platform whenever you can—it's difficult, but if you succeed, the metal monster will have a difficult time saving itself.

BOSS BATTLE

Even Super Smash Bros. pros might be surprised by the boss battle at the end of Super Smash Bros. Melee. Start with the Easy difficulty, then switch to Normal when you're better at the game. You'll see a change in the final battle if you're very good and very fast.



REWARDS

There are several cool extras in Super Smash Bros. Melee that will keep you playing for hours and hours. Many of the extras can be found or opened in several ways, while others have only one path.



Earn a Trophy



When you finish Classic Mode, you will earn a trophy of the character you used. You can use the coins you earn by playing the game to buy trophies from a gumball-style machine. You can also get trophies from and in Adventure Mode. There are other ways to earn trophies as well.

Battle through the Credits and More





One fun extra you earn for completing Classic Mode (or many other modes) is the interactive credits sequence. After you complete certain requirements, new characters will arrive to battle you. If you can defeat the characters, you'll be able to use them in battle.

Regular Match: Adventure

The Adventure Mode is much longer than the Classic Mode, but in both modes, you'll need to use the coins you earn by playing each level to buy your continues. Adventure Mode takes you to many side-scrolling or vertically scrolling areas you won't see anywhere else in the game.

BEFORE THE ADVENTURE

You can adjust the skill level and stock. Also, try to pick a character you're comfortable with to get through the Adventure most easily. Try to stock up on coins in the Classic Mode, which is shorter and a bit easier. You can use coins to continue, but your point total will be cut in half every time you do.





STAGE 1: MUSHROOM KINGDOM



If you ever wondered what Super Mario Bros. would look like on the Nintendo GameCube, the Mushroom Kingdom level is a good hint. You'll encounter several Mario-themed battles in the first stage.

Make Your Way to the 20 Yoshis





Grab Koopa shells and throw them at enemies to get rid of many at once. You can use your regular attacks against them or you can jump on top of them, Mario Bros. style. On the platform, you'll meet 20 Yoshis. Try running past the flag at the end of the level when the time ends with a two.

Battle Mario Bros. Characters



You'll face off against two characters, most likely Mario and Peach, in the next area of the Mushroom Kingdom, a stage atop Peach's Castle. They will attack you constantly and rarely pause for a breather. They do sometimes stand on the sloping edges of the castle, just waiting for you to attack them.

STAGE 2: KONGO JUNGLE



You're in Donkey Kong country in the next stage, which features battles against Donkey Kongs big and small. Don't let the oddly attired banana-eater make a monkey out of you!

Battle Two DKs



Your battle with the two pint-sized DKs shouldn't be that difficult—the little Kongs aren't as powerful as a normal-sized DK, and they're light, too. Wear them down a little, then send them into the air with a well-timed Smash attack. The stage itself is small and easy to fall off, so watch your moves carefully.

Battle Giant DK



Giant DK is almost the exact opposite of his little buddies from the first Kongo Jungle fight. He's slow but very heavy and strong, so you'll have to wear him down quite a bit before you try Smash-attacking him into the sky.

STAGE 3: UNDERGROUND MAZE



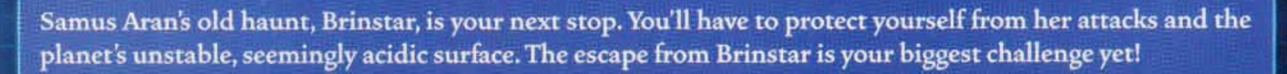
The Underground Maze stage is teeming with ReDead, Octorocks and Like Likes. They'll get in your way as you try to find the Triforce, which allows you to escape the maze.

Battle Link in the Maze





You will battle Link in various parts of the Underground Maze. The location of the Triforce changes each time you play. Find it to end the level. If you'd like to end the level quickly, check each location before you enter it. If you see the Triforce, you can grab it to end the level.



Battle Zelda



Zelda's battle takes place in a ruined Hyrulian Temple. The princess roams the stage freely, not content to stick by you as you try to defeat her. It's almost as if she's trying to waste your time! Zelda will transform to Sheik on occasion, but if you can hit her when she tries to transform, she'll stay as she is and you'll hurt her, too.

STAGE 4: BRINSTAR



Samus Aran's old haunt, Brinstar, is your next stop. You'll have to protect yourself from her attacks and the planet's unstable, seemingly acidic surface. The escape from Brinstar is your biggest challenge yet!

Battle Samus



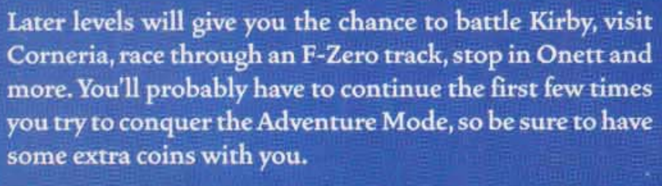
Samus likes to use her Grappling Beam to toss her opponents around, and she'll drop bombs on you without hesitation. Try to attack her from below when the planet isn't working against you, and keep moving so she can't hit you with her long-range attacks.

Escape Brinstar



Make your way up and out of Brinstar, just like in Metroid. A character with good jumping ability will help you succeed there, so try to use one that you're comfortable with. There is little room for error—a handful of mistakes will cost you a life from your stock. If you are on your last man, you'll have to continue and start Brinstar over again.

CONTINUE ON . . .



Later levels will give you the chance to battle Kirby, visit Corneria, race through an F-Zero track, stop in Onett and more. You'll probably have to continue the first few times you try to conquer the Adventure Mode, so be sure to have some extra coins with you.



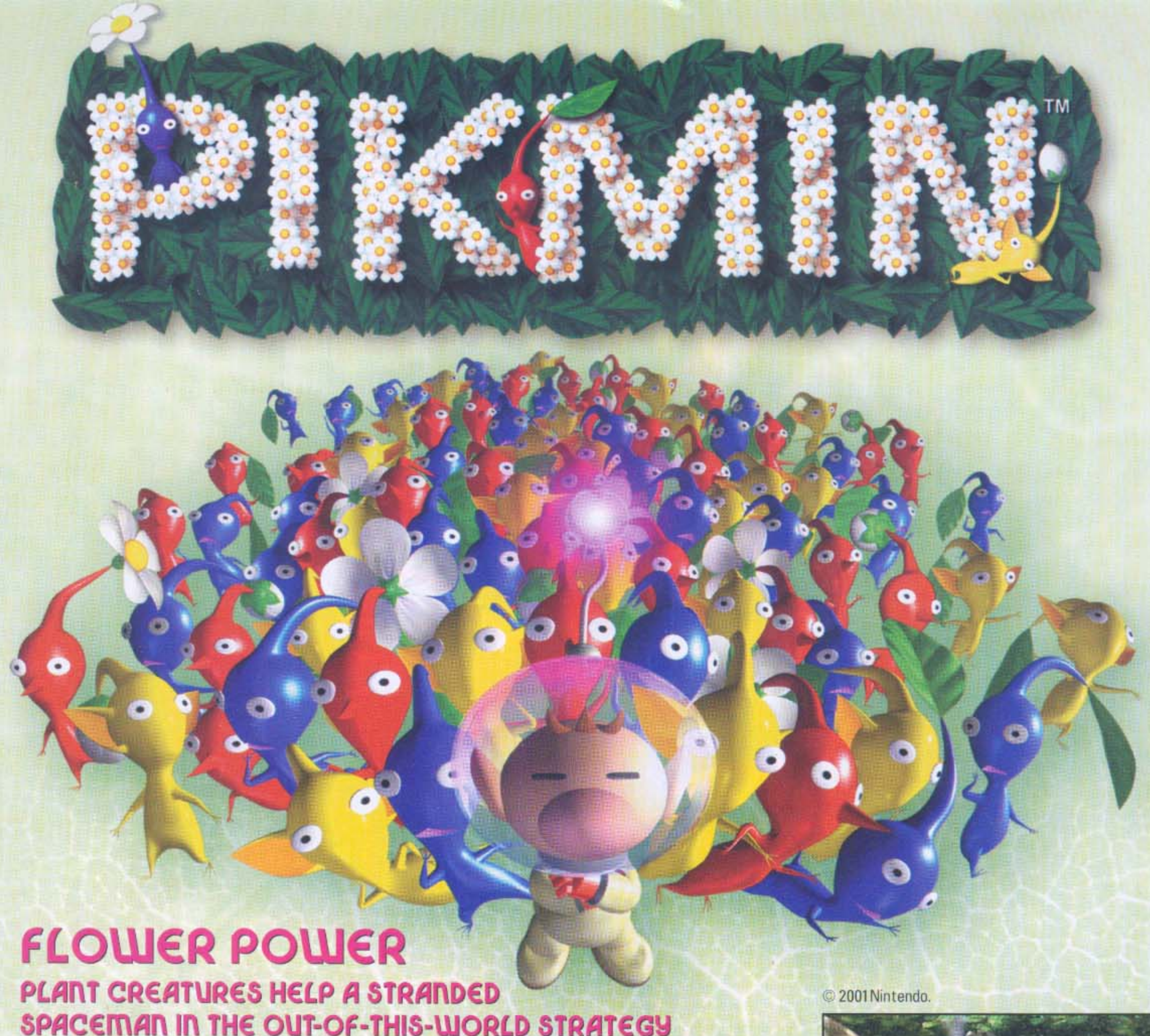


A Smash Hit!

There are many more exciting modes of play in Super Smash Bros. Melee, much more than we have space to cover. You and your friends will find plenty of cool things hidden inside the game, from lots of new characters to tons of trophies. You'll be rewarded when you complete areas, but you'll also get rewards just for fighting lots and lots of battles, so keep playing to see what comes up!





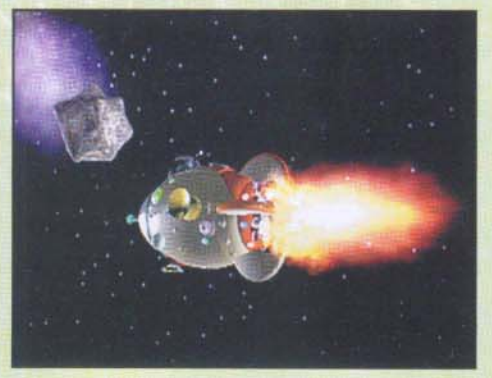


FLOWER POWER

PLANT CREATURES HELP A STRANDED SPACEMAN IN THE OUT-OF-THIS-WORLD STRATEGY GAME, PIKMIN, FROM THE CREATOR OF MARIO AND LINK.

BUILDING WITH BUDS

After a close scrape and a hard landing in a strange new world, space explorer Captain Olimar must get his ship back into shape in the innovative GCN strategy game, Pikmin, from Nintendo. With his ship, the *Dolphin*, scattered in 30 pieces over five alien landscapes, Captain Olimar has only 30 days to put the *Dolphin* back together before his life support runs out. Since the job is much too big for a lone spaceman, the captain will call on the planet's plantlike Pikmin to help with the heavy lifting. Olimar's new pals can pick up objects, build bridges, blast obstacles and battle the planet's creatures. They can also grow stronger, with Olimar's help, and produce seeds that sprout to become more Pikmin. Olimar needs them to find his way home.







A NEW FRONTIER

Pikmin goes where no game has gone before—Shigeru Miyamoto's backyard. Inspired by the landscape and the insects of his garden, the master game designer has created a game that challenges you to build an army, overcome obstacles and accomplish challenging and widely varied goals under a tight time limit. It's a game of timing, skill, management and motion that will capture your imagination.





PLANTS WITH PERSONALITY

The friendly pod creatures that populate the planet will do anything you ask of them. If you instruct them to carry pellets to their spaceshiplike onions, they'll produce seeds and create more Pikmin. If you let them grow in the ground, the leaves on their heads will turn into buds and eventually flower, and they will grow in strength.



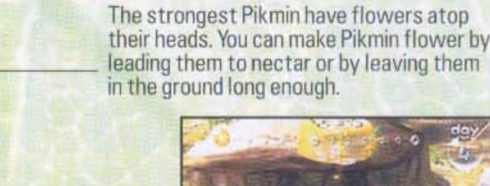
In their first stage of development, Pikmin sport leaves on top of their heads.

The first group of Pikmin that you will command are red. Red Pikmin can walk through flames without being harmed.

If you let Pikmin grow in the ground, they will become stronger and their leaves will become buds.



Blue Pikmin are the only ones that can swim. You'll need them to accomplish goals on the other side of water hazards.



The strongest Pikmin have flowers atop their heads. You can make Pikmin flower by leading them to nectar or by leaving them in the ground long enough.



Yellow Pikmin can fly higher than the others and they can destroy obstacles by using bomb-rocks.

COMMAND, EXPAND AND EXPLORE

With direct control over Captain Olimar, you can round up Pikmin and lead them to pellets, enemies, obstacles and other objects that you want them to interact with. You'll use the Control Stick to move Olimar and the A Button, B Button, X Button and C Stick to command the troops. The other buttons allow you to rotate your view and zoom in and out.



Press the B Button to blow your whistle and get the attention of all the Pikmin in the immediate area.



Lead Pikmin to objects that they can interact with, then push them in the right direction with the C Stick.



Use the R, L and Z Buttons to zoom, rotate, raise and lower your view of the action.



PULLING AND PLANTING

Pikmin grow in the ground near their onions. You can help with the Pikmin growth effort by leading the creatures to pellets. When they grab onto a pellet, they'll take it back to their onion and use it to produce seeds that become more Pikmin. If you leave Pikmin in the ground, they'll produce bulbs, then flowers. They will also flower if you lead them to nectar and let them nourish themselves.







The number on every pellet shows how many Pikmin are required to carry it. If the pellet's color doesn't match the color of the laboring Pikmin, it will produce fewer of seeds.

BULLDOZE AND BUILD

As your Pikmin army grows, and as your Pikmin become more powerful, you will be able to overcome obstacles of great size with speed. Pikmin can push objects out of the way, destroy weak walls and build bridges from logs with their own hands. To bring down stronger walls, you'll have to recruit yellow Pikmin and instruct them to use bomb-rocks.



When you have enough Pikmin chipping away at weak walls, the walls will topple.



When you lead Pikmin to a log, they'll break it into pieces and create a bridge.



Yellow Pikmin carry bomb-rocks and use them to destroy solid walls.

POWER IN NUMBERS

As you build your Pikmin force with pellets, nectar and the bodies of defeated enemies, you can use their greater numbers to accomplish greater goals. You can recruit as many as 100 Pikmin at once to break down big obstacles, defeat massive enemies and carry huge objects. Every task requires a minimum number of Pikmin. If the force that you assign to a given task exceeds the required number, you can accomplish the task with more speed. Since you can work only by day and your days on the planet are numbered, speed is of the essence.



When your Pikmin carry large pellets and the bodies of big enemies to their onions, they will produce more seeds and their numbers will grow quickly.



You can command as many as 100 Pikmin at a time. With large numbers of Pikmin, you can accomplish several goals at once and carry them out with speed and efficiency.

OVERCOME ENEMIES

The natural world of Pikmin is crawling with wild insectlike creatures. Many of them feed off Pikmin. If your Pikmin army is big enough, you can fight off the creatures and use their bodies to create more Pikmin. You'll need more than just brute force to defeat some creatures. By observing their behavior, you can often discover their weaknesses. When their weaknesses are exposed, you'll be able to bring them down with your Pikmin army.



Some creatures block the way to your goals. You can instruct your Pikmin to defeat them, then use their bodies to produce Pikmin seeds.



When you go up against some creatures, you'll need a lot of Pikmin and good maneuvering skills. Expose the weakness of the enemy, then use your Pikmin force to finish the job.



PIECING IT TOGETHER

Pieces of the *Dolphin*, the vehicle that will carry you off the planet, are scattered in 30 pieces over five areas. When you collect key pieces of the ship, you'll be able to travel to new areas and make more important discoveries.



When you uncover a piece of the *Dolphin*, get your Pikmin to carry it back to your landing site.



Your Pikmin will rejoice as they help repair your ship and make it more spaceworthy.



With the collection of certain key ship pieces, you will be able to travel to new parts of the world, where you will find more pieces.

PIKMIN ON PARADE

When you have a large group of Pikmin on your side, the different types will mix and mingle. With a tap of the X Button, you can call your troops to attention and have them separate by types—divide and conquer.



When you press the X Button, your Pikmin will split into groups by color and strength.



You can use different groups of Pikmin to accomplish several goals simultaneously.



Using the C Stick, you can direct all of the Pikmin under your control with speed and accuracy—a necessity for battle with big beasts.

ALL IN A DAY'S WORK

You have a total of 30 days to put the *Dolphin* back together and leave the planet. At the beginning of your first day, your task will be to find the onion that carries red Pikmin. When you uncover the onion and you get the attention of its one Pikmin, you can use that Pikmin to cut down flowers, collect pellets and add to your Pikmin force. Soon you'll have the 10 Pikmin that you need to move a blocking box out of the way. When you have 20 Pikmin on your side, you can collect the first piece of your ship—Day 1, done.



The first Pikmin onion that you find will turn red and spring onto three legs when you get close to it.





Pull the first Pikmin from the ground and start moving.



Press the A Button or use the C Stick to steer your Pikmin toward a flower.



Most days end when the sun goes down. Day 1 is the only day that does not have a time limit. It ends after you've instructed a group of 20 or more Pikmin to collect the first piece of the ship.



When you collect pellets, you'll produce seeds and more Pikmin.



When you have a group of 10 Pikmin, you can move blocking boxes.



POPULATION EXPLOSION

Day 1 is just a primer. As the days progress, you'll learn to work fast. You have a lot to do, and time is tight. Study the abilities of your Pikmin and use them to accomplish your goals.

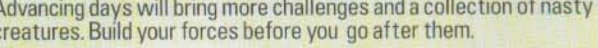


After Day 1, you'll be able to leave the Crash Site and travel to the Forest of Hope to continue your quest.



On Day 2, you'll discover that time is not on your side. You must accomplish the day's activities before the sun sets.





Advancing days will bring more challenges and a collection of nasty creatures. Build your forces before you go after them.

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



ATTACK OF THE CODES

This is it, code fiends. The last batch of codes for the epic N64 title *Star Wars* Episode 1: Battle for Naboo. But don't fret! In true Classified Info fashion, we've managed to save the best for last. You'll jump for joy like a Jawa with upgraded weapons, secret missions and a hidden ship that would be more at home in George Lucas's early film, *American Graffiti*. Best of all, every cheat was sent our way by clever readers like yourself. All codes are entered in the Password menu, which is accessed through the Options screen off the main menu. Note that some of the codes are ship-dependent—for example, the advanced bombs code won't work unless you fly a ship that uses bombs in the first place.


Homing weapons turn any mission into a walk in the park.

CODE	EFFECT
BADTEMPR	OPENS ALL THE LEVELS, INCLUDING THE THREE HIDDEN MISSIONS
LCK&LOAD	DOUBLES THE AMOUNTS OF ALL SECONDARY WEAPON AMMO
BOOM?!	ACTIVATES ADVANCED BOMBS ON CERTAIN SHIPS
CANTMISS	ACTIVATES HOMING FEATURE ON ALL SECONDARY WEAPONS
&OVRKILL	ACTIVATES HOMING CLUSTER MISSILES ON CERTAIN SHIPS
?NUNAPWR	ACTIVATES ADVANCED MISSILES ON CERTAIN SHIPS
EOCOAROS	TRANSFORMS THE GIAN SPEEDER INTO A BLACK 1969 BUICK CONVERTIBLE

WE NEED A MECHANIC

The Buick convertible from *Star Wars*: Rogue Squadron makes a triumphant return. You can use it only in missions where you would otherwise fly the Gian speeder.



MAULED

There are two ways to play as Darth Maul. You can either spend an eternity earning Gold Medals in each and every level or input the BADTEMPR code and start blasting away.











STAR WARS ROGUE SQUADRON

COOL HEAD LUKE

Sure, we just gave you an entire page of *Star Wars* codes, but why stop now?! Behold our amazing and humorous addition to the *Star Wars*: Rogue Squadron library—new heads for Mr. Luke Skywalker! The heads are all different members of the programming staff, and while a couple are scary enough to freeze a wookie in his tracks, it's worth it just to see odd heads on Luke's body. To have an out-of-body experience, go to the Password menu and input the code. Then return to the main menu and wait for the game demo to start. Once it does, press the B Button, then press Start. You will be taken back to the main menu and Luke will have a new noggin. You must repeat the process to see every developer. If you'd like to put a job with the face, input the code CREDITS and look for your favorite name.



Hey, they're game designers, not fashion models. Stop laughing.

CODE	DESIGNER
CHIPPIE	CHRIS HUELSBECK
FLYDODGE	DIRK JAGALSKI
ICHHELD	RENE HENKE
PSYLOCK	MARIO WAGNER
RUDIBUBI	RUDOLF STEMBER
SIRHISS	JENS PETERSAM
THBPILOT	BASTIAN HOPPE
TIECK	FLORIAN SAUER
TOBIASS	TOBIAS RICHTER

TONY HAWK'S PRO SKATER 2

RAWK THE HAWK

We sent a slew of Tony Hawk's Pro Skater 2 cheats your way last month, and they were so popular we decided to dish out a few more. To use a cheat, begin skating in any mode, then pause the game and input the code. Simulation Mode gives the game realistic physics, while Skip to Restart lets you start skating from a different location in the park. If you ever tire of a cheat, just enter it again to turn it off.


Last month we gave the code for Turbo Mode. If that wasn't enough for you, check out the Super Turbo Mode cheat instead.

WHERE AM I?

Skip to Restart is a fun code, but its use isn't immediately obvious. Once you input the code, pause the game and look for the option that says "Skip to Restart." Choose it, then pick a location. Your skater will be transported there instantly.



CODE	EFFECT
HOLD L AND PRESS C▼, C▶, C▶, C▲, ↑, ↓, →, AND ←	RAISE ALL STATS TO 13
HOLD L AND PRESS C◀, C▼, C▶, ↓, C▲, AND C▲	SKIP TO RESTART
HOLD L AND PRESS ←, C▶, →, ↓, C▼, ↑, AND ↑	SIMULATION MODE
HOLD L AND PRESS ↓, ←, C▲, C▼, C◀, → AND ↑	SUPER TURBO MODE

For more top secrets, infiltrate Nintendo's Code Bank at www.nintendo.com

ICON KEY: C BUTTONS ▲▼◀▶ CONTROL PAD →←↓↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER

Classified information

F-ZERO MAXIMUM VELOCITY

THE FASTEST OF THEM ALL

Fast cars are good, and F-ZERO: Maximum Velocity has fast cars in spades. But now you can unlock the zippiest car on the block, the Jet Vermillion! Begin a new file and name yourself YAZOO JR. (Be sure to enter the space.) Enter Grand Prix mode and press L, R, Start, R, L and Select, which will open a Password menu. Input the spiffy code 2-8+08T2YQ30 to unlock the superspeedy Jet Vermillion. Thanks to the canny reader (Mr. Yazoo Jr., we presume?) who sent us such an awesome cheat.

VROOOM!

Once you enter the code, the Password menu will disappear. You'll have to start a new file if you want to see it again. Be careful with the Jet Vermillion—it's so fast, it can be tough to control.





THIS IS THE END, MY FRIEND

We love trips down memory lane, and nothing makes us reminisce more than playing an updated NES classic. Ghosts 'n' Goblins for the GBC brings all the ghost-hunting, goblin-smashing fun of the original right to the palm of your hand—but the game is quite challenging. If you want to skip all the running and jumping and just take a peek at the final boss, go to the Password screen and enter the following code: N8C (heart) K40N.



The end boss is a tough nut to crack—and if you take a single hit, you'll have to brawl in your skivvies.





BANJO BUSTING

CODE COP

Welcome, readers. Code Cop here, and I'm more ticked than a Boy Scout camping trip. Word on the street is that some gamers are misinformed about a certain bear and bird duo. At the end of Banjo-Tooie, Grunty claims that she'll get her revenge in Banjo-Threeie. Well, that sent the rumor mills a'churnin, and all kinds of crazy theories have been floating around—so let the Code Cop set the record straight. There is no Banjo-Threeie, at least not yet. The good folks at Rare might see fit to release a new Banjo game sometime in the future, but there are no current plans to do so. Everyone clear? Good! Code Cop, over and out.



Stop searching for a hidden Banjo-Threeie game, and just enjoy the two you have now.

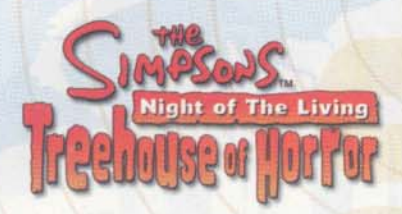


BIKE BOOGIE

We're all about final stage codes this month, so here's one for Mat Hoffman's Pro BMX for the GBC. If you'd like to test-drive the final stage with Mr. Hoffman himself, go to the main menu and choose the Password option. Once in the Password screen, enter the following code: .N.3w.wl2w. Don't forget to enter the periods in the code, but don't input the final period. (We had to put it in for the sake of grammar.) Now you can kick out tricks to your heart's content!



Sure, you could work your way to the final stage inch by grueling inch, but why not jump there with a cheat?



SIMPSON, EH?

Simpsons fans the world over rejoiced when their new game, The Simpsons: Night of the Living Treehouse of Horror, appeared on the GBC. And whether or not you enjoy the antics of the four-fingered family from Springfield, you'll be sure to enjoy codes that unlock every mission in the game. To use the passwords, go to the main menu (which looks like the Simpsons' house) and move the cursor until it rests on the garage door. Now you can make Maggie fly or rampage through the city as Homer Kong. Eeexcellent!

BEST CODES EVER

Treehouse of Horror is almost like a collection of Simpsons minigames. Each level is vastly different from the others in terms of game play and challenge—including "Plan 9 From Outer Springfield," where Marge must destroy zombies with a ray gun.

ALL HAIL KING HOMER

Run through the city smashing tanks and climbing buildings in the King Homer level. It's more fun than a family reunion at Ned Flanders's house.



PASSWORD	LEVEL UNLOCKED
LYTPJTQWBKQ	FLYING TONIGHT
SKCFKPJTFSJ	PLAN 9 FROM OUTER SPRINGFIELD
GFTFSRTNWQC	VLAD ALL OVER
WSQJLTQFYWK	IF I ONLY HAD A BODY
NPKYGBKTFWQ	NIGHTMARE CAFETERIA
XQRFJWRBTWP	KING HOMER

SHREK Fairy Tale FreakDown

FREAKY!

Shrek was the most profitable movie of 2001, and now you can relieve all the fun with a rip-roaring fighting game for the Game Boy Color. If you've been struggling to open the hidden characters in Shrek: Fairy Tale Freakdown, scratch your head no more. We've discovered codes to open two secret characters: Gingerbread Man and the Dragon. Once you enter the codes at the Password menu, you'll be taken directly to a battle. Pause the game, then press Select to leave the fight and return to the main menu—where you can choose the new characters.

MAN ALIVE

To unlock the Gingerbread Man, go to the Password screen and enter TFGKWLSJJ. The cookie creature will be yours to control.



WHAT A DRAG

If it's power you want, look no further than the mighty Dragon. To unlock the talented fighter, head for the Password screen and enter YNNHLBMBY.



SEND CODES TO:

NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
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98073-9733

Your secret's safe with us. Send your codes to classified@nintendo.com or to the address above.

BATMAN VENGEANCE™

IT'S GOING TO BE A LONG, DARK NIGHT IN UBI SOFT'S FORTHCOMING BATMAN ADVENTURE ON NINTENDO GAMECUBE. THE JOKER IS RUNNING WILD THROUGH THE STREETS OF GOTHAM. MR. FREEZE HAS THE AUTHORITIES STOPPED COLD. POISON IVY IS CREEPING THROUGH THE CITY'S CRIMINAL UNDERBELLY. PULL ON THE BLACK COWL AND BUCKLE UP YOUR UTILITY BELT—THE CAPED CRUDADER IS NEEDED ONCE AGAIN.







DARK FIGHT

Based on the stylish Warner Bros. animated series, Batman: Vengeance recreates the TV show's exaggerated character models and art deco cityscapes. The original voice actors from the series—including Mark Hamill as the Joker—also make a big bat leap to Nintendo GameCube, creating a seamless transition from cartoon to video game. The game signals a return to the tone of the first two seasons of the show—prior to the introduction of Robin—when the story lines ran dark and the villains made your blood run cold. Sit back, grab your Controller and watch as beautifully rendered cinema scenes set the stage for an epic tale of good versus evil. A recent crime wave on Gotham's streets has Batman smelling a rat—a white-faced, red-lipped, snickering rat. What starts out as a simple kidnapping will soon evolve into a complex conspiracy involving a familiar cast of foes. As the Dark Knight, you'll progress through a series of chapterlike levels as you investigate the rooftops and dark corners of the city. It's good to know you can count on your formidable array of crime-fighting devices and vehicles as you face hordes of henchmen and booby traps. It's also comforting that Batgirl is just a Bat Communicator transmission away. She'll provide hints if you get stuck in a level.

FACES OF THE BAT

There are so many varieties of game play in Batman: Vengeance, it's difficult to define the game's genre. The game could easily be called Batman: Renaissance Man. Much of the action takes place in the third person, but you'll need to switch to first-person perspective often to use items and study your surroundings. When you throw a punch at an enemy, you'll automatically enter a Tekken-like fighting mode in which you'll lock onto your opponent and the camera circles you. Some of the environments are true 3-D worlds, but others are tracked challenges with a fixed perspective. The vehicle levels are lightning-fast tracked shooting games that may remind you of Star Fox 64. Ubi Soft has even thrown in a 3-D puzzle game.

You'll spend much of your time exploring Gotham City, leaping from building to building in search of enemies to defeat. You can unfurl your cape to glide over chasms.

You can use most of your items only in first-person mode. It's possible to navigate many areas in first person while you use the items.

The vehicle levels are tracked shooting games that move at a breakneck pace. In one level, you'll need to chase the Freezecopter through the streets of Gotham.

POISON IVY

When you're after Poison Ivy, don't take time to stop and smell the roses—they may eat you.

MR. FREEZE

That cold chill down your spine isn't fear—it's probably a blast from one of Mr. Freeze's supercool weapons.

JOKER

Batman's archenemy may like to laugh, but he's deadly serious about causing chaos and destruction.

BELT OF TRICKS

Batman doesn't have super strength or a green ring from outer space—he gets it done with a combination of stealth, smarts and the sophisticated gadgets in his utility belt. The belt holds an impressive stockpile of items, but there is a limit to what you can carry at any given time. You'll need to conserve your items so you don't run out of, say, Electric Batarangs when Poison Ivy's henchmen are after you. You'll be able to scroll through most of the items while you are in first-person mode.

BATCUFFS

You can carry only a few Batcuffs, but spares will pop up when you need them. Batcuffs are just like regular handcuffs—you don't cuff bats with them.

BATARANGS

The Batarangs used by the animated Batman are more like throwing stars than boomerangs. You can use them to hurt enemies or to break stuff.

BATSCOPE



The Batscope is a cool electronic range finder. You can zoom in and out on distant subjects—even those obscured by darkness.

BAT-GRAPPLE



The Bat-grapple allows you to fire a rope and grappling hook at distant locations. The rope will retract, pulling you to the new location.

BATSTUNNER

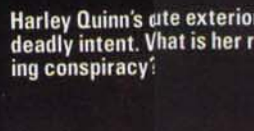


Electrical Batstunner projectiles can be fired from your Bat-Launcher to incapacitate enemies temporarily.

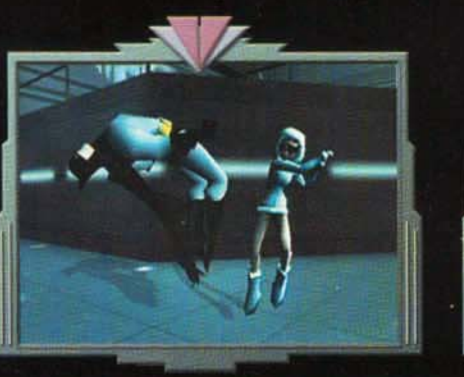
SINISTER STYLE

Tired of all those bland scofflaws you've seen on the six o'clock news? Looking for a stylin' criminal in a purple zoot suit or a green leotard? Take a walk on the weird side with a rogues' gallery of fearsome foes. Each supervillain has a great gimmick—be it freeze rays, man-eating plants or dangerous novelty items. A villain's theme carries over to his or her henchmen, henchwomen or henchthings. Learning their special strengths and weaknesses is the key to survival.





Harley Quinn's cute exterior disguises her deadly intent. What is her role in the unfolding conspiracy?



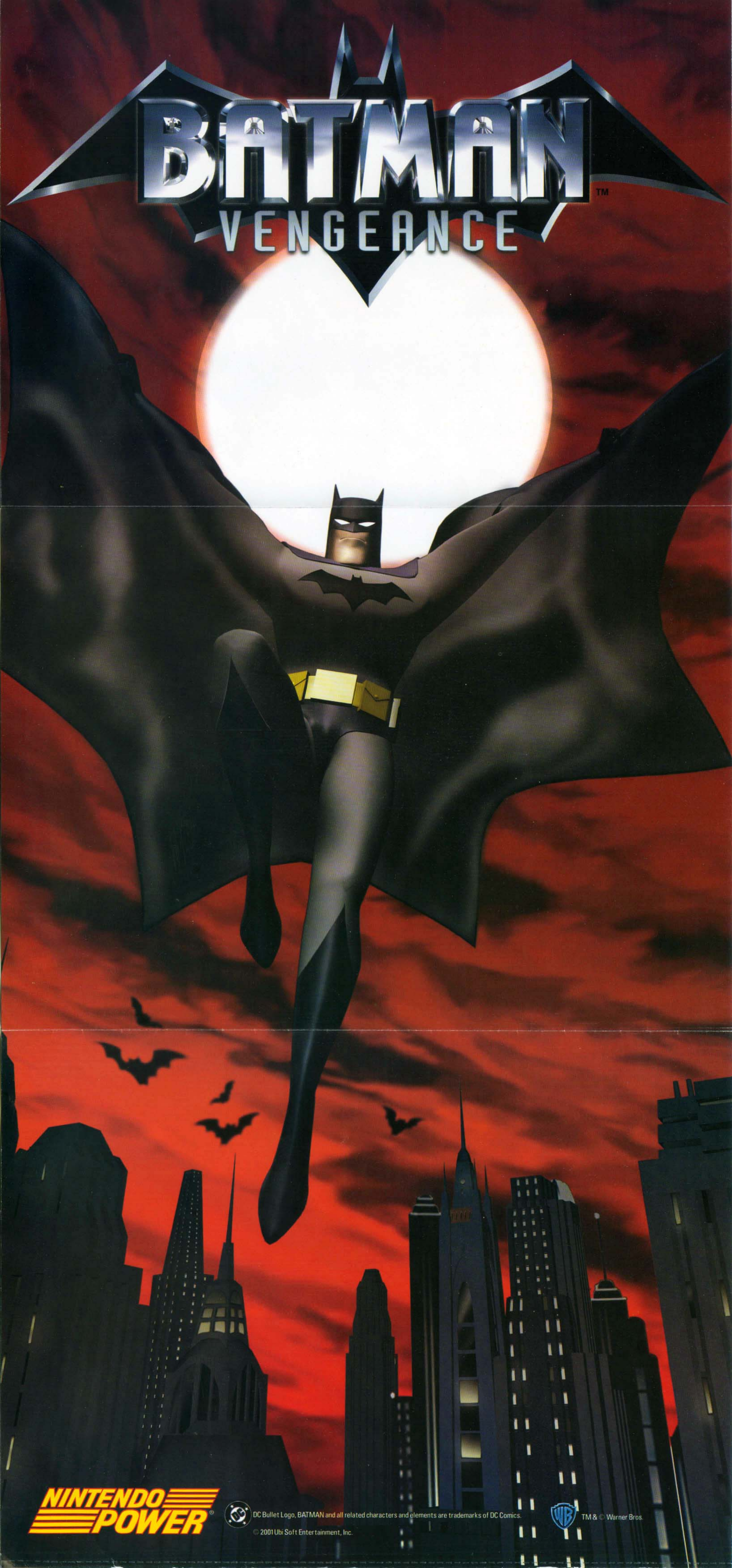
Mr. Freeze's henchwomen are petite but very aggressive. They come armed with powerful freeze guns.



Poison Ivy's plant creatures have deadly long- and close-range attacks. You'll have to figure out what weapon will hurt them.

NEW BAT TIME, NEW BAT CHANNEL

Have Alfred clear your calender for the month of December. That's when the Joker and his sinister colleagues are preparing to invade your Nintendo GameCube. Look for another visit to the Batcave in a future issue of Nintendo Power for more detailed tips and strategies.


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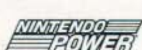


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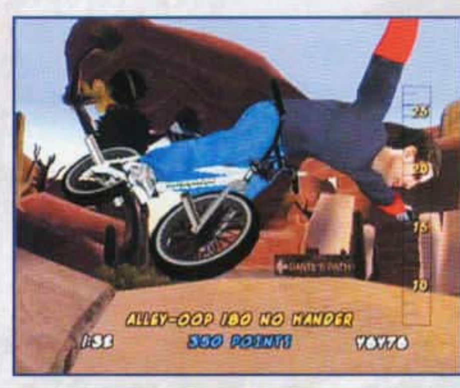


DAVE MIRRA 2 freestyle bmx™

Flying high and freewheeling, Dave "Miracle Boy" Mirra and a BMX baker's dozen of the hottest pros on two wheels tear up 10 tricked-out tracks in Dave Mirra Freestyle BMX 2 for the Nintendo GameCube. Published by Acclaim Max Sports and developed by Z-Axis, the game features a multilayered trick system, a high-volume soundtrack and thrills, chills and spills a-plenty.









GIVEN TO FLY

Big air, high scores and tough challenges are all part of the fun in the game's single player modes. Practice with a Free Ride, then take on the tests of the Proquest.

PROQUEST



After a rookie challenge that checks your trick skills, you'll take on a series of bigger challenges then unlock advanced courses on your way to BMX biking greatness.

SESSION



In single-session runs, the challenge is to accumulate as many points as possible within a time limit. Top scores are displayed on the Records screen.

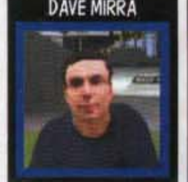
FREE RIDE



The best way to earn your trick-planting chops is to enter Free Ride Mode and hit the course without thinking about a time limit or pro challenges.

JAM SESSION

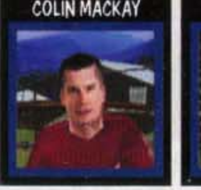
Whether you are taking on a vert, dirt or street course, you'll find a BMX freestyle pro with the right skills for the session. Select from a field of 14 top pros, each with different moves.













DAVE MIRRA, RYAN NYQUIST, TROY MCMURRAY, MIKE LAIRD, TIM MIRRA

KENAN HARKIN, LEIGH RAMSDELL, JOEY GARCIA, RICK MOLITERNO, TODD LYONS

LUC-E, SCOTT WIRCH, COLIN MACKAY, ZACH SHAW, SLIM JIM GUY

The one character in the game who is not a known freestyle pro is a familiar meat-product mascot.

DOPE RIDERS WITH MAD SKILLS



BMX biker lingo aside, the 14 pros of Dave Mirra Freestyle BMX 2 do have what it takes to pull off the stunts and land the tricks. Their strengths rate in eight categories. Look them over as you choose a rider.

UNLOCK BIKES, GET SPONSORS



When you accomplish all pro challenges in a level, your rider will earn a sponsorship. When you earn respect points, he'll score new bikes. Keep clearing challenges and crossing gaps to go far and unlock extras.

MAKE THE SCENE

The DMF BMX 2 Park Editor gives you the ability to design your own bike park. With a large collection of themes and park pieces, the tools are there to help make your dream come true.

SELECT A THEME





From the Z-Axis Warehouse to Crescent Beach and every game level, each selectable theme area includes preset pieces and lots of space for more development.

ADD THE KICKERS




Dumpsters, billboards, boxes, kickers and many other stunt-friendly items are available for you to place in open spaces. You can also place and name gaps.

CHECK IT OUT!





Once you've got the park the way you want it, you can take it for a test run then save it and use it as the setting for a single session or a free ride. Challenge your friends to a ride in your own park.

WHEEL AND DEAL

Check out each rider's trick list to find out how you can pull off every trick in the book. You can unlock new tricks by completing hard-core challenges.

AIR TRICKS



Whether you launch from a ramp or get air from a quick jump, you can pull off an air trick with the Control Stick and the B Button. Tricks include the Superman and Backflip.

MODIFIERS



Even though they are called "modifiers," you can perform X-Button tricks on their own or in combination with other tricks. Two modifiers that you select rotate from a larger list.

STALLS



When you go straight to the top of a quarter-pipe and hit the Y Button in combination with a Control Stick click, you'll pull off one of seven stalls. Hold it for more points.

GRINDS



Land on a rail or ride along a lip and press the Y Button and a Control Stick direction to perform one of eight grinds. They're the meat and potatoes of trick combos.

OTHERS



The tricks that defy other categories are the ones that you perform off flat surfaces, like the Wall Tap or the Nose Wheelie. Many of them figure into level challenges.

SIGNATURE MOVES



Dave Mirra is the first pro to perform a Double Backflip in competition. In DMF BMX 2, he's the only rider who can pull off the Triple. Every pro has one or two unique tricks.

TWO-WHEEL CONTROL

STICK THE LANDING




If you land at a slight angle, your trick will earn the Sketchy label and fewer points. Backward landings are part of the game, especially with 180s and 540s.

STOP, SKID, SPIN




If you pass up a challenge or a good ramp, you can slide to a halt by pressing Down on the Control Stick and the L Button. Turn with a spin and go back.

COOKING WITH COMBOS

The innovative S.I.K. trick system allows you to combine several tricks and pull them off with seamless style. Add all the combinations together for more than 1,500 tricks, such as the One-Handed Superman and the No-Footer Turndown.






KUDOS AND CRED

By tackling challenges, clearing gaps and earning respect points, you can unlock courses, earn bikes and learn new tricks. As you master your skills, you'll go deeper into the BMX world.

ROOKIE CHALLENGE




The action opens with a rookie challenge. In the first level, you'll have to earn 10,000 points. The requirement will increase by 10,000 points with every new location.

GAPS



You'll find unmarked gaps as you go and you'll earn respect points when you clear the gaps. If you clear every gap in a level, you'll earn additional respect points.

CHALLENGES




Every level features a series of trick-popping, air-grabbing challenges. When you accomplish the amateur challenges, you'll move on to pro, hard-core and insane tests.

COMPETITION




When you unlock Competition Mode, you can go up against a field of computer-controlled pros. If you outscore the other bikers, you'll earn respect points.

WOODWARD CAMP

BMX training headquarters, Woodward Camp, is the site of the first series of challenges. The camp includes infamous Lot 8 and a go-cart track.

SCORE BIG ON THE ROOKIE CHALLENGE




After you perform a handful of tricks on the halfpipe near the starting point, the 10,000-point challenge will be in the bag.

AMATEUR CHALLENGES

KNOCK OVER FOUR LADDERS






Since the ladders are spread out all over the course, the big challenge is in finding them. Once you do find them, you must hit them all in the space of three minutes. Locate all of the ladders in a test run, then give it a shot for real.

GET OVER 25 FEET OF AIR ON A RAMP

Perform a few tricks on the ground to build up speed, then fly off a ramp. If you release the A Button at the end of the ramp, you should clear the distance.

TRANSFER OVER THE TITANIC GAP



You'll face the Titanic Gap when you begin your run. Go down the ramp then up the opposite side. Turn right in midair and fly from one glowing face to the next.

CLEAR THE GLOWING JUMPS AT THE WOODWARD TRAILS 8-PACK




When you talk to one of the pros on the course, the fourth challenge will appear. Fly over the crests, from one glowing section to the next, to clear each jump.

PRO CHALLENGES

GRIND THE FOUR LOT-8 DOORS OPEN



You'll open the doors of the Lot 8 ramp-and-quarter-pipe warehouse by grinding the horizontal, glowing bars. Work your way around the building to find and grind every bar.

PULL A 360° SPIN ANYWHERE



If you get enough air, it's easy to do a 360° spin with the Control Stick or one of the shoulder buttons. The biggest trick is sticking the landing.

BUST OUT A 5,000-POINT TRICK SET SCORE



You can string bike-spinning tricks together in one monster air combo or bridge tricks with grinds and manuals—don't stop until you score the big points.

MANUAL THE PICNIC BENCH IN THE OUTDOOR STREET



Talk to the guy with the floating gear icon over his head to register the picnic table challenge. Approach the table from an angle and start the manual as you land.

TRAINYARDS

Out of the camp and into the yards, you'll interact with a lot of industrial equipment on your quest for big air among the trains and ships.

GRIND AND SCORE THE 20,000-POINT TEST



The trainyard tracks are a great place to rack up the 20,000 points. Grind the rails, jump and land with a grind to score combos.

AMATEUR CHALLENGES

WALLRIDE THE FOUR BILLBOARDS UNDERNEATH THE CANOPIES



The billboards are close to the starting point. Approach each glowing board from a sharp angle. Jump up, press Up on the Control Stick and the A Button, hit the board and stick the trick.

GRIND THE STATION CHANDELIER



The chandelier is above the starting point. After you scale the stairs and turn around, you'll find a ramp that will launch you to the hanging assembly. Land, grind and go.

GRIND OVER 100 FEET



You'll find a long downward-sloping section of track on your way to the water. Do a few quick tricks to build speed, then hop onto one of the rails and grind until you slow down.

WALLRIDE THE HUFFY TRAIN CAR



Once the tranyard gearhead issues the Huffy car challenge, the wall of the car will glow. Scope out a place to do the trick and wait for the train to come around.

PRO CHALLENGES

BREAK THE FOUR WINDOWS IN THE TRAIN STATION



The windows are above the starting point. Build your speed and jump from the roof to crash through the glass.

JUMP OVER THE MOVING FLATBED CAR



The flatbed challenge is stuntman material. Find a good ramp near the tracks and wait for the train to come around. When the timing is right, roll and jump over the glowing car.

PERFORM A FOUR-TRICK COMBO



A combination of railroad track grinds will work well for the combo challenge. Grind, jump, land and grind again. Four consecutive grinds will do the trick.

DO A FASTPLANT ON THE CLOCK



After you find the gearhead, go back to the starting area. Ride up to the clock, jump and press Left on the Control Stick and the A Button when you make contact.

SWAMP TRAILS

You'll go back to nature when you hit the Swamp Trails. The course is a combination of man-made ramps and natural obstacles. Wing it!

MASTER MANUALS FOR STUNT COMBOS




The long path near the water is a great place to hold manuals for big points. Throw in some tricks before and after each manual for combo points.

AMATEUR CHALLENGES

GRIND THE FOUR GLOWING TREE BRANCHES







Not far off the beaten path, you'll find the glowing tree branches, all in the same area. Scout them out to work on the right approach, then catch big air off jumps and grind, watching for blocking branches as you go.

WALLRIDE THE FANBOAT GARAGE TO OPEN THE DOORS



When you cross the bridge to the fanboat garage, you'll find a glowing garage door. Wallride the door, then scope out the area.

GRIND-TO-GRIND TRANSFER BETWEEN ANY TWO LOGS



There are many glowing logs along the main path of the Swamp Trails. You'll complete the challenge easily by grinding, jumping and landing with another grind.

DO A TRICK OVER THE TREE TRUNK IN THE UPPER 8-PACK



The upper 8-pack is not far from the starting point. You'll find the rider who will challenge you among the hills. Leap off the glowing hill and pull off an air trick.

PRO CHALLENGES

DESTROY THE FOUR RUSTY BOATS HANGING IN THE FANBOAT GARAGE



The fanboats are high above the garage floor. Perform the TSG Sign challenge first, then go outside and up the ramp. Take a sharp right at the top of the ramp, jump, grind and crash.

After you break the first set of boats, go up the outside ramp again and crash through the glass at the top. You'll have access to the other two breakable boats from that opening.

WALLRIDE ON THE TSG SIGN TO OPEN THE BACK GARAGE DOOR



Even though the TSG Sign challenge is listed second, you'll want to pull it off first. The sign is inside the garage, marked with glowing bars.

BUST OUT A 10,000 POINT TRICK SET



Get big air off a ramp, pull off a combo air trick and land with a manual. Jump, perform another air trick and stick the landing. You'll clear 10,000 points easily.

GRIND THE DRAWBRIDGE CABLE FROM THE UPPER GARAGE DECK



You'll find the rider who will issue the cable challenge outside the garage. Go to the top by way of the outside ramp, turn right at the top and grind the glowing cable.

BIKE BATTLE

A grab bag of 13 multiplayer contests gives you the chance to show off your biking skills in head-to-head competition with another player. After one player tries a stunt, the other player tries to top it. Rock on!

MULTIPLAYER GAMES

BEST RUN - 3 MINUTES	BIG AIR CONTEST
HIGH FIVE	HUGE COMBO CONTEST
B-M-X	SUPER SPIN CONTEST
RANDOM SPOT	FARTHEST JUMP
WIPEOUT	LONGEST MANUAL
LONGEST GRIND	LONGEST NOSEWHEELIE
HIGHEST WALLTAP	

Vert, dirt and street skills are equally represented in the variety of multiplayer contests. Some concentrate on a single trick. Others reward combinations.

BEST RUN - 3 MINUTES



WIPEOUT





LONGEST GRIND



BIG AIR CONTEST





GO BIG, GO FAST

When you master the moves of DMF BMX 2, you will be able to fly high over 10 massive areas packed with moving obstacles and big stunt challenges—amateur, pro, hard-core and insane! Keep riding! Stay strong!









UBI SOFT AND DISNEY INTERACTIVE ARE READY TO UNLEASH THE WILDMAN ON NINTENDO GAMECUBE.

Disney's TARZAN™ UNTAMED

JUNGLE GYM

Never one to dither on the vine, the Lord of the Apes is ready to leap, slide and swing into action in a brand-new adventure on the Nintendo GameCube. Simian society is in an uproar over a rash of baby ape abductions, and only their furless leader can set things right. As you journey into the jungle to search for evil hunters and their helpless prey, you'll encounter obstacles and challenges that require subhuman feats of athleticism. Tighten up your loincloth—it's going to be a bumpy ride.

Tarzan: Untamed is loaded with wild jungle action and stunning cinema scenes.

Expiditionary Notes

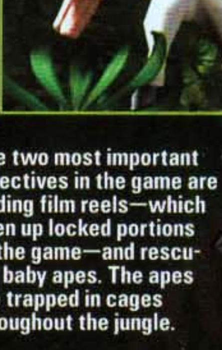
My studies have been interrupted yet again by nefarious intruders to the jungle. Jane and Tarzan have discovered evidence of malfeasance deep inside the protected gorilla habitats. I will do what I can to uncover their foul purpose, but only the ape man has the strength to expel this new threat from the jungle. I plan to begin my adventure next teatime—I've just received
blend by post. Per
pocket of shortb
special occasion

You'll discover the hunters' presence in the jungle early in the game. The film reels they leave behind will give you more clues to their whereabouts.

APE ESCAPES

Tarzan: Untamed's Story Mode sweeps you along through an episodic quest in the jungles of Africa. A not-so-great white hunter named Gardner is collecting wildlife specimens to take back to Europe and filming his dastardly deeds for posterity. In each level of the game, you'll need to navigate dangerous waterways and jungles for the right to progress to the next challenge. Along the way, you'll find health-enhancing bananas, extra life icons, kidnapped apes and the all important film reels that Gardner drops in the jungle. If you can collect enough of the film reels, you'll be able to learn more about the hunters' plans. Your friends are depending on you—start swinging!





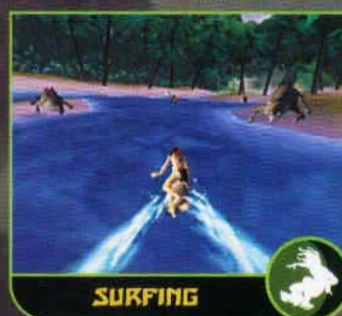
The two most important objectives in the game are finding film reels—which open up locked portions of the game—and rescuing baby apes. The apes are trapped in cages throughout the jungle.

GET READY, SWINGERS

Disney's Tarzan: Untamed is broken into five distinct game play modes: Jungle Exploration, Boss Wrestling, Bungee Jumping, River Surfing and Water Skiing. All of the modes are tracked, so you won't be able to control the camera or move freely through the jungle. The game moves so fast, however, that the restricted movement can be a blessing.


EXPLORING


BUNGEE JUMPING


SURFING


HANG-SLIDING

FIGHTING/EXPLORING

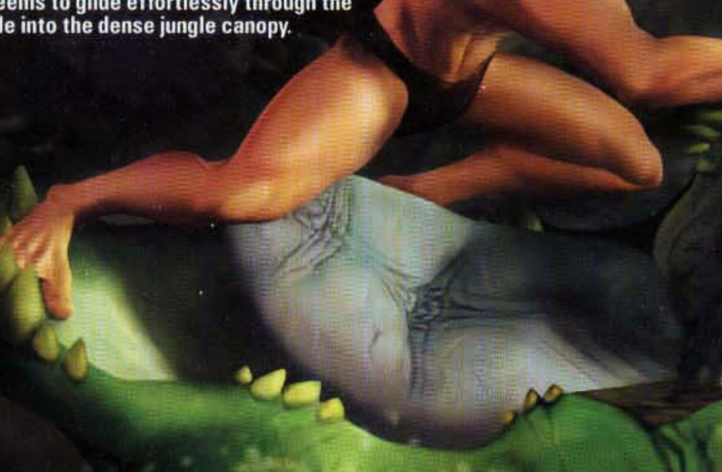
The Jungle Exploration portions of the adventure send you down jungle paths that can stretch through treetops, over chasms and through dangerous tree-trunk tunnels. Just as Tarzan did in the Disney animated feature, you'll use whatever plants and animals are at hand to help propel you through the jungle. In each exploration level, you'll need to rescue baby apes from cages then return them to their mothers farther down the path. Combat comes down to button mashing: If you can tap the B Button fast enough, you'll automatically defeat minor enemies. You must enter a code quickly to defeat bosses.


Boss battles are more like cinema scenes than tests of skill. You must tap B until a code is revealed, then quickly enter a code to defeat the boss.



Tarzan must swing, slide, run, leap and climb through treacherous jungle obstacles. When you execute moves well, the ape man seems to glide effortlessly through the game. When you make mistakes, he may tumble into the dense jungle canopy.


You won't be able to explore everything in the jungle your first time through. As you complete Bungee challenges, your simian friends will help you to reach new areas.



BUNGEE JUMPING

Bungee challenges will appear in the game after you complete certain missions. You'll need to dive off a cliff or tall tree then streak toward a pool of water to pick up valuable items. The fewer obstacles you hit on the way down, the deeper you'll plunge into the submerged goodies. You can make three dives per turn, but there is no limit to the number of turns you take.



Tarzan is fearless, but he'll probably get a few bumps on his head the first few times you try the bungee challenges. You'll pick up incredible speed by the time you reach the bottom of a jump.

RIVER SURFING

Tarzan must navigate raging rivers on a surfboard fashioned from a scrap of wood. It's hard enough just to fight the currents—but you'll find that there are even greater dangers lurking in the whitewater. Rocks, whirlpools and vicious animals are positioned to take a bite out of your health bar.




You can earn extra lives by performing tricks as you streak down the river. In some cases, you'll need to grind to collect film reels. Watch out for crocs along the way.

HANG-SLIDING

Forget about finding a speedboat in the jungle. Bird power is the best way way to water-ski—also known as hang-sliding—in the wild. Steer through an obstacle course of rocks, seaweed and other natural nuisances while you jump and grind to reach items. Sloped rocks make excellent ramps, and elastic lily pads will help launch you out of danger. You'll also need to keep an eye out for sharp-toothed creatures waiting to ambush you.



You won't have any control over your speed as a feathered friend drags you across the water, but you can avoid danger by swinging from side to side and jumping. Healthful bananas can help keep you up on your feet after accidents.

TERK'S CHALLENGES

Once you get the hang of the levels in Story Mode, you can prove you are truly the Lord of the Jungle by beating your friend Terk's best trick and speed scores. If you best her in both categories, then you'll need to take her Super Challenge, in which you must beat both her trick score and her speed score in one run. On the River Surf and Hang-Sliding levels, the speed challenge is complicated by the fact that you don't have enough time to complete the levels. You'll need to grind on trees to stop the clock. After you've done everything as the ape man, you can unlock different playable characters, like Jane, Professor Porter and Terk herself.




Terk will give you the lowdown on what you have to do at the beginning of the challenge.









The Jungle Exploration tricks are usually executed while you are sliding or leaping from a vine. On the River Surf and Hang-Sliding levels, you can do grind tricks and flip tricks.



The Stop Clock Challenges are speed trials with a twist—you'll have to grind along branches and vines to stop the clock. If you can stop the clock a handful of times in the River Surf and Hang-Sliding levels, you may beat Terk's time.

finish my dinner.

Final Reflections

Indeed, I believe the ape man will comport himself with the utmost nobility and courage when the time comes. I look forward to giving that rapscallion Gardner a good thrashing when Tarzan's adventure begins with the launch of the Nintendo GameCube.

—Professor Porter

SSX Tricky

EA Big takes the GCN down a slippery slope with an outrageous blend of high-speed action and acrobatics.

Intro/Modes

When Electronic Arts published the original SSX for a rival system, the game's combination of extreme tricks and solid racing action made it a surprise hit. Tricky takes the original game's proven formula and stirs in a few drops of rocket fuel to blast boarding freaks into orbit. Hop on your board and try a run at Single Event, or go for the gold on the World Circuit.

Board Basics

Tricky is divided into two different types of competitions—Race and Show-off—on the same set of courses. Because most of the characters, venues and items are unlocked in Race Mode, our strategies will focus on getting you down the mountain quickly.

Tricky Meter



Perform tricks to add stunts to your Tricky Meter, then press B to go faster. When your meter is filled, you'll be able to perform special Uber Tricks.

Racer Removal



Use the C Stick to push and shove your competitors on the way down the mountain. If you manage to knock another racer down, you'll be rewarded with a full Tricky Meter.

Speed Boost



Skate through a ring of lightning bolts to give yourself a potent speed boost. The boost doesn't last long, but it can give you momentum to perform big jumps and aerial tricks.

Trick Boost



The sparkling Trick Boosts—often found just before a ramp—will temporarily give you superhuman acrobatic abilities so you can pull off amazing trick combos.

Garibaldi

The first challenge on the World Circuit is a relatively gentle course in sunny British Columbia. You won't find many trouble spots if you stick to the main paths, but you should seek out shortcuts for big air and steep slopes.

Fresh Country Air



Crash through a blue barrier near the start of the race to enter a parallel path.



Go right to coast through the wilds. Go left to get back to the main course.



If you go to the right, you'll find some natural ramps covered with fresh powder.

Drop off a ridge to get big air. Position your board for a safe landing.



After the big jump, head for the blue barrier to your left to enter a tunnel.

The Split's the Difference



Ignore the yellow barriers—they are pretty flimsy—and head for a tunnel.



Push forward on the Control Stick, then bomb the tunnel as fast as you can.



You should have enough speed to catch plenty of air on the next ramp.

Inside Track



Consider the turn triangles as suggestions. You're often better off pointing yourself right down the fall line so you can pass rivals on the inside.

Snowdream

The beautiful nighttime course in Japan isn't much more challenging than Garibaldi, but it is more varied and has plenty of cool hidden areas. See if you can jump high enough to pop one of the giant animal balloons floating over the course.

Ignore the Fence


Jump off the left edge of a ramp to smash through the blue barrier to a new area.


Steer right at the fork in the path to sail over the edge of a ridge.


If you land well at the end of the huge drop, you'll be way out in front of the pack.

Pagoda Path


Take the path on the left side of the fork to zip through an even faster shortcut decorated with a couple of small pagodas.

Deceptive Detour


A timely jump will help you elevate over a fence to an icy shortcut.


Go into a tuck once you hit the ice to pick up speed.


Don't miss the Speed Boost. You'll need it to complete the jumps to come.


You'll need to jump three big gaps to stay on the shortcut route.


The last gap has a bridge over it, but try to jump it so you can perform a trick.

Elysium Alps

Head for Europe to tackle the first real test on the World Circuit. Elysium Alps is one of the longest courses in the game, and it's loaded with shortcuts and grinding opportunities. If you can make a series of key jumps over gaps, you'll be unbeatable.

Dangerous Finds


A narrow path with a rail leads to a cool shortcut.


Ignore the sign and hug the cliff face to the right to stay on the ledge.


The cliff face has multiple tiers of platforms that you can use to set up tricks.

Big Sky Country


If you time your jumps correctly on the tiered platforms, you'll position yourself for a thrilling drop down to the course.

Pole Positions


The red barrier in front of the grandstand pillars leads to a fantastic shortcut.


Be careful not to smack into one of the big pillars beyond the red barrier.


Once you're past the pillars, plot a course for the next red barrier.

Hidden Hang-Up


A fallen tree blocks the chute to the final section of the course. You can't see it until it's right in front of you, so hold down A to prepare for the jump.

Mesablanca

The snow is starting to melt at Mesablanca, the American Southwest's rock-strewn addition to the World Circuit. Keep your eyes peeled for abandoned mine shafts and rickety bridges as you dodge buttes and boulders.

Shaft Shortcut NP


Look for the blue barrier to the left of a tall rail. It leads to a mine shaft.

Steer carefully over a natural bridge to reach a tunnel entrance.

You'll see the narrow opening to the tunnel just before you reach it.

The long rails inside the mine shaft provide ample opportunities for grinding.

Try to stay on a rail until the track runs out, then jump over a gap.

Sky Train


Steer toward a rail that begins in front of a blue barrier.


Grind the rail and crash through the barrier, then jump over a gap.


Use the Control Stick to maintain your balance as you grind around curves.


The rail stretches over the course for a great distance. Be ready to jump gaps.

When you near the end of the rail, jump for a big-air bonus trick.

Mercury City

They gave up trying to plow the streets of Mercury City a long time ago, so the municipal government decided to turn the metropolis into a race course. Try to read its steep fall lines well—cement doesn't cushion your falls as well as snow.

Breaking and Entering


Head straight into the center section of a building where the path cleaves.


Aim for the light-colored section of the wall. It will shatter when you hit it.


Tear through the hallway on your way to a second breakable panel.


You'll exit the building onto a snow-covered rooftop.

If you have enough momentum, you should be able to jump between rooftops.

Faster by Subway


You have two distinct choices: a series of halfpipes or an icy tunnel.

The icy subway tunnel to the right is the faster option.


Brake a bit at the second turn, or you'll slam uncontrollably into a wall.


Steady yourself with the Control Stick as you go down the icy steps.


You'll be far ahead of the pack as you exit the tunnel.

Tokyo Megaplex

To get an idea of what Tokyo Megaplex is like, try to imagine a gigantic frozen pinball machine inside a massive building. Add vertical wind tunnels, Teflon-coated tracks and a tangle of rails to complete the mental picture.

Green Means Go



If you must take the low road through the bumpers, be sure to trip the green buttons to lower the obstacles immediatly in front of you.

Blow Fly



Tokyo Megaplex is a three-lap race. At the end of each lap, a vertical wind tunnel shoots you up to the start. Use the flight to pull off a few tricks.

Ramping Up



Slide over a green button to raise a ramp near the center of the course.



Jump off the raised ramp. You'll hit the entrance to a tunnel.



Ride the outside of the turns in the tunnel to maintain your speed.



Fans at the end of the tunnel will shoot you high into the air.

Ride the gust of air up to the rails above the course, then start grinding.

Aloha Ice Jam

Some industrious race organizers have towed an iceberg into a Hawaiian harbor. Before the mountain melts into the Pacific, you'll need to navigate its treacherous tunnels for another win on the World Circuit.

Forgo the Fork



Aim for the red barrier beyond the two blue barriers near the start of the race.



Grind a cable toward a tunnel behind a waterfall.



Once you're inside the tunnel, steer toward the cable near the exit .

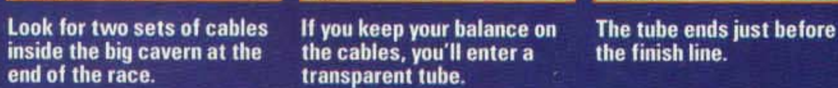


The cable leads to the top of a sign. Watch your speed—it's hard to spot the cable.

Jump off the cable to the top of a sign to continue a long grind.

Tubular Trip





Look for two sets of cables inside the big cavern at the end of the race.

If you keep your balance on the cables, you'll enter a transparent tube.

The tube ends just before the finish line.

Tricked Out

We've barely scratched the icy surface of the game play in Tricky. There are more tracks to open and dozens of tricks to learn. Most importantly, you'll get to know the game's extensive cast of colorful characters.



CRAZY TAXI™

THE CRAZY TAXICAB COMPANY HAS BEEN INDICTED ON CHARGES RANGING FROM RECKLESS DRIVING AND ENDANGERMENT TO SOLICITING RIDERS WITHOUT A LICENSE. ARE THE CABBIES OUT OF CONTROL, OR ARE THEY PROVIDING A SERVICE THAT THE PUBLIC DEMANDS? NINTENDO POWER WADES INTO THE CONTROVERSY TO UNCOVER THE TRUTH ABOUT CRAZY TAXI AND WHAT IT MEANS TO YOU.

X. Lou Sieve
NP Director of Public Safety

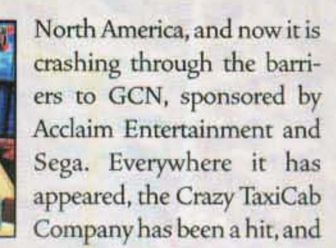
The stories are as amazing as they are hard to believe. Taxicabs slaloming through traffic at rush hour, barreling along sidewalks downtown, smashing through telephone booths and flying through the air like cars in a Hollywood stunt chase—all in the name of making a quick buck. Can the stories be true? Do people really pay for this sort of thrill ride? Nintendo Power has uncovered alarming evidence that the Crazy TaxiCab Company (CTCC) has moved into the city, bringing with it a record of reckless business practices, disputed accident claims and unpaid parking tickets.

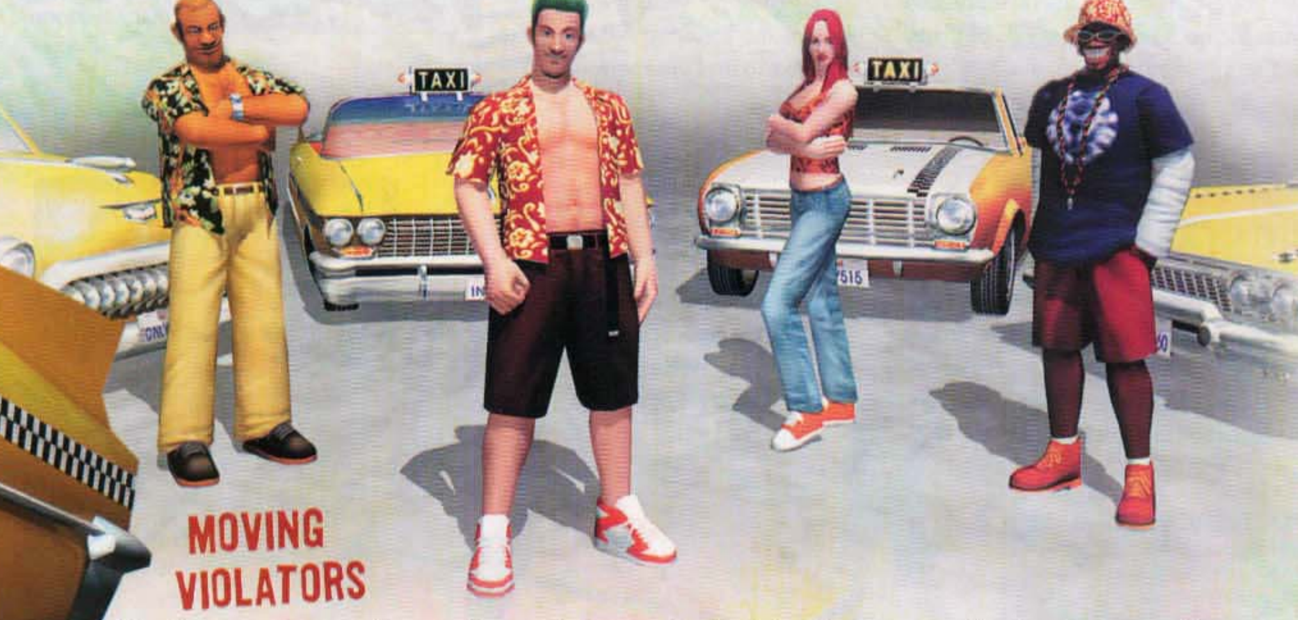


But what of the riders who pay exorbitant fares for the thrill of racing through city streets with the abandon of demolition derby drivers? Without them, the CTCC couldn't stay in business. In our investigation, we learned that there are no simple answers when it comes to high-speed, visceral thrills versus public safety.

THE HISTORY OF THE CTCC

The company brochure describes the founding of the Crazy TaxiCab Co. in the following manner: *Mr. Screwbucks, our CEO, came out of a bank one day carrying a heavy sack full of cash. He jumped into the first yellow car he saw and told the driver to take him to the docks. Hapless driver Gus, figuring it mightbe a good idea to deliver his unwanted passenger as quickly as possible, blazed through town, arriving at the destination in just a few, hair-raising seconds. Mr. Screwbucks was so impressed that he hired Gus and started the Crazy TaxiCab Co. that very day.* The CTCC has made a name for itself in arcades, the Dreamcast and other locations around North America, and now it is crashing through the barriers to GCN, sponsored by Acclaim Entertainment and Sega. Everywhere it has appeared, the Crazy TaxiCab Company has been a hit, and that doesn't seem likely to change. "We've got a good-looking product," Screwbucks boasted in our interview. "It's fast and it delivers fun no matter where we go."





MOVING VIOLATORS

The four employees of the CTCC—Axel, B.D. Joe, Gena and Gus—claim to be doing their jobs, nothing more. Gus goes so far as to say that anyone can become a Crazy Taxi driver, with a little practice and a lot of guts. When asked, the drivers are eager to discuss their cars. Each of the four cabbies prefers a different style of cab. Rated for maximum speed, handling, weight and acceleration, the four cabs have their own personalities to match those of their drivers. Amazingly, the cars seem impervious to damage. The worst that happens in a collision is that the cab comes to a halt, an occurrence that the cabbies try to avoid at any price since it will cost them money. So the question remains—are they good cabbies gone bad or simply gearheads trying to earn a buck?



AXEL

Axel is 21 and already looking at hard time for endangering pedestrians at crosswalks and playing his cab radio too loud. He drives a well-balanced cab from the '60s that can take a hit as well as accelerate fast enough to make other drivers swerve for cover.



B.D. JOE

If you want to get the best seafood in town, B.D. Joe will deliver you there before you can say calamari. His cab may look as slow as a grouper, but it's really the fastest ride in town, and it's evenly balanced for good handling.



GENA

Gena has been driving cabs ever since her dad took her T-Bird away. She has the quickest taxi in the garage, but it will stop dead on impact. It's also highly maneuverable, so it's easy to squeeze between lanes of oncoming traffic.



GUS

Gus, the first employee of the CTCC, drives the biggest and heaviest cab in the company. It's slow off the line and a bit of a whale in the steering department, but when it gets up to speed, nothing will slow it down except for a solid building.

A FARE COP

At the heart of the controversy are passengers who pay extraordinary fares to the Crazy TaxiCab Company. There have been reports of passengers paying hundreds of dollars for a single ride. Unlike most cabs in the city, the CTCC charges for both distance and speed, and that's just the beginning. There have been allegations that some passengers encourage reckless driving by the cabbies by giving them hefty tips for wild rides. One repeat offender revealed how he got hooked on the thrills of Crazy Taxi. "It all started when a Crazy Taxi picked me up at the Original Levi's Store and dropped me at the marina in 18 seconds. It was unbelievable. After that, I just kept shelling out the tip money for more and bigger thrills. Eventually, I lost everything." It's a sad story, heard far too often, but is it a crime to waste money? Who suffers, except for the willing passenger? No pedestrian has ever been struck by a Crazy Taxi, and whatever damage occurs miraculously seems to vanish within seconds of the accident. NP turned to the street to find out more.



Passengers actually throw money at cabbies after particularly thrilling maneuvers, such as squeezing between two cars, leaping over an obstacle or pulling a Crazy Maneuver.



In spite of frequent crashes, nothing seems to suffer from the impact of Crazy Taxis, and no pedestrian has ever been struck. Could it be that the CTCC is really the safest means of travel in town?

A RIDE ON THE WILD SIDE

We wanted to see just how dangerous the world of Crazy Taxi was, so our undercover reporter joined the company as a trainee. A quick look at the CTCC Employee Handbook revealed the following: *The only rule is that there are no rules. Your only concern is to get your fare to the destination as fast as is humanly possible. The more crazy maneuvers you can pull without losing time, the better off you'll be and the higher the tips.* Maneuvers include Crazy Dash, Crazy Drift, Crazy Back Dash and Crazy Back Drift. The first lesson was to learn the coding system of colored rings that indicate the type of fare. A green ring indicates a long-distance fare that's likely to take you across town and score you a big payoff. Yellow rings indicate a medium-distance fare and a middle-of-the-road payoff. Short-distance fares, with lower payoffs, are shown with red circles.



Medium-distance fares show up inside yellow rings. The green arrow points to the direction of the drop, but it doesn't always lead to the fastest route. Only time spent on the street will give cabbies the expert knowledge they need.



The fare with the green ring surrounding him wants to go all the way across town. It will take time, but you'll have lots of opportunities to take shortcuts and perform Crazy Maneuvers to earn larger tips.

Fares surrounded by a red ring could probably walk to their destinations, but they may not know the fastest route. It's easy to get turned around and end up taking the long way to a destination. The best cabbies know the streets like the backs of their hands.

THE WORD ON THE STREET

Over the course of several weeks, Nintendo Power gathered statements from dozens of anonymous passengers who had taken rides in a Crazy Taxi. Their testimonials are listed below along with snapshots taken by our undercover photographers, who followed Crazy Taxis in unmarked vans.

"When we jumped the canal, I actually saw fish below me."

"From the time I got into the cab to the moment I stepped back onto the sidewalk, I counted 14 sideswipes and three head-on collisions. It was the worst cab ride of my life and I told the cabby he shouldn't be allowed to drive a lawn mower."

"There's nothing like the thrill of dodging streetcars and watching pedestrians scatter like rats when the cat comes home."

"I would say it was highway robbery, except that the trip was on surface streets . . . and . . . lawns . . . and (um) sidewalks."

"My cabby didn't hit a flea and got me to my destination in 20 seconds flat. It was the best ride ever!"



"I never knew a car could go straight up that hill without slowing down, run smack into a delivery truck, and keep on going. Now if that's not worth a tip, I don't know what is."

BEHIND THE WHEEL

Our undercover reporter's training began when he had to choose a shift. The choices included an Arcade option and timed shifts of three, five or 10 minutes.

The Arcade Mode begins with a limited amount of time. As drivers pick up customers, they earn additional time and they collect money when they drop off a fare. If they reach the destination faster than normal, they'll earn a bonus. Tips earned by giving the passenger a thrill supplement the basic fare. But if too much time comes off the clock or drivers get into too many crashes, the passengers will get angry and hop out of the cab, leaving the cabby without a penny for his or her effort. The idea is to get enough fares to their destinations fast enough so that you keep time on the clock and continue earning money. The story is different for three-, five- and 10-minute shifts—drivers just try to make as much money as they can in the limited time. All shifts are rated from A to E, with A being the highest rating.

At the beginning of a trip, you'll see a picture of the destination and an estimate of the distance. A green arrow points out the direction of your goal.

A heads-up clock display in the upper-left corner of the window ticks down the minutes and seconds of your shift.



Destination drop points appear as green zones. Come to a complete stop inside the green area to drop off your passenger and receive your payment.

As you get closer to your destination, the green arrow changes color, shifting from yellow to orange. You're getting warmer.



Passengers also have time limits. If you spend too much time taking passengers to their drop, they'll leave you high and dry.

UNDERCOVER REPORT

Nintendo Power's undercover reporter spent several days on the streets as a Crazy Taxi driver. Here is his confidential report.

I gotta say the cars were sweet. They all handled great, even Gus's battleship. Acceleration varied for the different cabs, but you always felt like you were moving and everything else was standing still. The cabs came standard with great radios, audio controls, Controller options and the ability to extend or shorten your shift time. I could even control the amount of traffic on the roads. I had the option to drive in two cities—the Arcade city and the Original city that was added to the lineup when Crazy Taxi went to the Dreamcast. There was a minigame mode, too. I've put together a list of the nine Crazy Box challenges below. Most of the passengers were great, although a few got sort of abusive when I took the long way home. I had a good ride, and I'd recommend it to anyone who likes life in the fast lane.

CRAZY BOX CHALLENGES

Trainees can practice and perfect the Crazy Maneuvers that passengers love by playing the nine Crazy Box challenges. Each challenge simulates a situation requiring drivers to use one or more of the Crazy Maneuvers.



CRAZY JUMP
Jump to the goal off a ski jump.



CRAZY DRIFT
Use the Crazy Drift technique to earn 15 combos.



CRAZY RUSH
Get five fares to their destinations in a very short time.



CRAZY FLAG
Get to the flag in the allotted time.



CRAZY TURN
Deliver fares on a switchback road that's ideal for practicing 180° Crazy Drifts.



CRAZY JAM
Deliver three fares to their destinations in heavy traffic.



CRAZY BALLOONS
Burst all the balloons by driving over them.



CRAZY BOUND
Deliver your fares and don't fall into the drink when making jumps.



CRAZY POLE
Use all your skills to stop at the poles and drop off and pick up fares.

THE FINAL DROP

After exhaustive research, interviews and test drives, Nintendo Power has found no evidence that Crazy Taxi is a threat to citizens, taxpayers and Nintendo GameCube players. In fact, we have found just the opposite to be true. Crazy Taxi provides fun and thrills for passengers and cabbies alike. For all of the headlines and cries of outrage, there are no records of injuries or of lasting damage to private or public property. Beginning this December, we encourage you to take a test drive of your own. You'd be crazy not to.



NHL HITZ 20-02™



HIT THE ICE

Grab a Nintendo GameCube and smash, bash and crash your way through Midway's extreme take on hockey, NHL Hitz 20-02. Sporting impressive graphics, flawless frame rates, bone-crunching sounds and an extremely enjoyable multiplayer mode, NHL Hitz 20-02 is sure to be a delight for both hockey fanatics and newcomers alike.



EXTREME FEATURES

Hitz uses actual NHL players and teams—but it cranks them up a notch with increased speed and toughness. A few other changes have also been thrown into the mix, so read the next few pages carefully.

It's Not Your Father's Hockey Game





The neutral zone has been shrunk, so you'll spend more time near the goals. Rules and sportsmanship are also out the window—there aren't even refs or a penalty box. Finally, you'll skate with a three-man team (plus a goalie) instead of the traditional five-man lineup.

Real Teams + Real Players = Real Fun





The action is over the top, but the players are as real as you and me. Every NHL team is available, with the best and baddest NHL players representing their hometowns. Detailed character models make your favorite net heroes instantly recognizable.

It's Fantastic!





If realism isn't your bag, head over to the Hockey Shop. There you can use credits to purchase fantasy teams, arenas and heads, as well as classic NHL jerseys from days of yore. Some fantasy teams are bizarre, with aliens, snowmen and even zombies taking up the stick. Each team also has a fantasy rink, such as the Moon Base or Pirate Ship. Credits are earned by winning games and answering trivia. You'll earn more credits if you play at a higher difficulty setting.

Many Minis





While anyone can pick up NHL Hitz 20-02 and start playing, skilled players must master the different moves. If you're struggling, head for the Skills screen to play one of seven different minigames. The games teach important moves, like One-Timers, Power Shots and Quick Draws. Once you clear every event, you'll unlock a harder difficulty level. Also check the load screens—they often dispense helpful advice. As a bonus, you can save your progress and even enter codes when competing in Skills Mode.

You're Fired





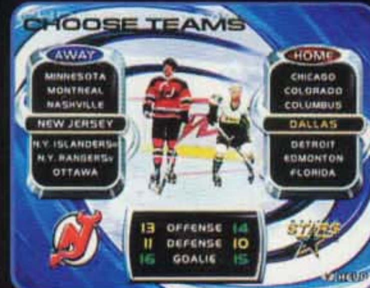


It wouldn't be a Midway game if players didn't occasionally burst into flames. If a player scores three consecutive goals, he will catch fire. If you score three consecutive One-Timers, the entire team will catch fire. A player who catches fire gets boosted abilities—his shots are more powerful, his aim is better and he can check people into the next state.

GET IN THE GAME

NHL Hitz has three different modes of play—Exhibition, Championship and Franchise. You can find descriptions of the first two at the right, while Franchise Mode is detailed at the bottom of the page.

Exhibition Mode

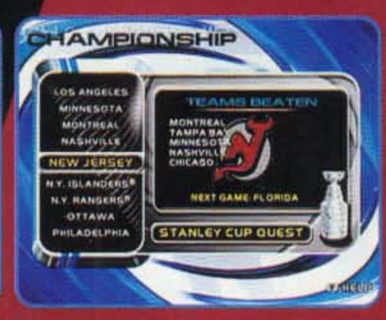




Exhibition Mode is a great place to learn the ropes and earn quick credits. It also doubles as a multiplayer mode—so grab up to three of your friends and give it a go. You can have only three people on a team, so you'll probably want to set it as a two-on-two match.

Championship Mode





Take a team all the way to Lord Stanley's Cup in Championship Mode. Your team must defeat all the NHL teams once to win the cup, and you'll receive a huge credit bonus if you can pull it off. Custom and fantasy teams can be used, but you won't have to defeat them on your way to the cup. The multiplayer function also works in Championship Mode.

Suggested Teams

Whether you want to win it all or just cause some board-smashing havoc, let Nintendo Power show you the best of the best.

Colorado Avalanche: *The 2001 Stanley Cup Champions are the best team in the league*
New Jersey Devils: *Scott Stevens, their amazing defender, is the cover boy for NHL Hitz*
Detroit Red Wings: *They've been close the past few years—can you get them over the hump?*
Pittsburgh Penguins: *Mario Lemieux is on the roster and ready to roll*
Toronto Maple Leafs: *They love to brawl, and they have the toughest guy in the NHL—Tie Domi*

CUSTOM CREATIONS

For those who enjoy tinkering, Franchise Mode is a dream come true. Players can create a team then customize everything—including player names and appearances, logos, home rinks and stats. You can also trade for any pre-existing NHL player.

Dream Teams





After establishing the name, look and feel of your team, divvy out Attribute Points to bump up stats. Don't focus on your three best players only—one might get knocked out of the game, and then you'll have to sub with an extremely weak player. Have your team compete in Franchise Mode to earn extra Attribute Points.

Franchise Mode



You'll play 50 games against both real and fantasy teams in Franchise Mode. As you move through the ranks, you'll earn Attribute Points. You can create some monster teams in Franchise Mode—they'll be more powerful than any pre-existing team once you earn enough points. If you defeat all 50 teams, you'll be rewarded with the Midway Cup.

The Washington Generals of the Ice



You can use credits to purchase heads and home arenas for created teams. If you're short on credits, here's a sneaky ploy—create a new team, but don't spend any Attribute Points. Set the difficulty to All-Star, then play an Exhibition game against the weakened team. You'll earn tons of credits for the high difficulty. It's not fail-safe, however—even truly lousy teams can be a challenge on the All-Star setting.

SMOOTH MOVES

Skills Mode will teach you the basics, but you can't truly learn until you try the moves on an opponent. If the blistering pace of Hitz leaves you reeling, you can take the speed down a notch in the Options menu.

Turbo Techniques





A well-timed turbo boost will let you catch an opponent who is threatening to score, or break away from the pack and take a shot of your own. Check moves are more powerful when used in conjunction with a turbo. Though it charges quickly, try to save a bit of turbo for emergencies.



Checks Mix



You have two kinds of checks—Poke and Body. With Poke Checks, you use the stick to knock the puck away, while with Body Checks you slam your player into another player. The Poke Check also doubles as a pass or shooting block (as long as you're some distance from the puck). The Body Check is the most useful tool in your arsenal. Try slamming opponents who are waiting for passes as well as those who have the puck.

We Went to a Fight and a Hockey Game Broke Out!





The fighting engine is a series of checks and balances, with a counter-move for every move. Timing is key—if you just mash buttons, you'll be KO'd in no time. To goad a player into fighting, repeatedly Body-Check him until the gloves come off. The higher a player's aggression rating, the more likely he is to duke it out. The player who loses a fight is out for the game, so it's a great way to take out your opponents' strongest player in a hurry. Note that the Grab move deals the most damage, but a missed Grab leaves you vulnerable to a quick reprisal.

Deke, Pass and Shoot





You can use Dekes as a form of dodging. A Deke will make your player spin around, forcing the oncoming opponent to miss his target. You can use a Deke either to avoid a player or simply to guard the puck. Passing is a critical skill to master as well. If you see an opposing player charging, pass the puck before you're forced to eat ice. Use the A Button to pass and the Control Stick to select your passing target. If you want to shoot the puck, press the B Button from any point on the ice. The longer you hold down B, the more powerful the shot will be. Finally, every team has a Hot Spot where its shot accuracy improves—the puck will emit sparks if shot from the Hot Spot.

The One-Timer NP





A One-Timer is a combination pass-and-shoot maneuver that's difficult to defend. Locate a teammate near the net and pass the puck his way, then immediately hold the B Button. Release the B Button as soon as the puck reaches your teammate to have him slam it into the net. One-Timers require a lot of coordination and practice—if the passer and receiver are close, you'll have to tap B instead of holding it down. The area behind the net—known to hockey fans as Gretzky's Office—is a great place to launch a One-Timer. Have one man skate behind the net, then pass to a teammate who is waiting in front of the goal.

REWARDS, TRIVIA AND CHEATS

In addition to a wide variety of funky teams, arenas and heads, NHL Hitz is loaded with great cheat codes. If you're wondering what your credits can buy or how to increase the size of a player's head, you're on the right page.

Extra Credit

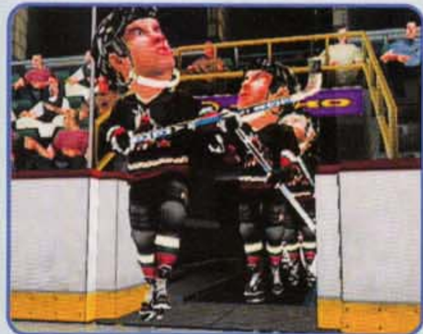


Exhibition Mode is the best place to earn credits, since you can play against weak teams with strong ones. You'll receive credits only if you win the game. After the match is over, a trivia question will appear on screen. If you answer it correctly, you'll earn extra credits. You can also earn credits in Championship Mode, but not Franchise Mode.

Cheats List

NHL Hitz uses the code system NFL Blitz pioneered. Luckily, someone handed out codes to the fans in the stands. Wait for a game to begin, then watch for fans to hold up cards with codes written on them. Input the codes with the B, X and Y Buttons, followed by a direction on the Control Pad. Codes are entered at the load screen that shows the two team logos. We've included a few below.





HUGE TEAM HEADS



NO PUCK OUT OF PLAY





PINBALL BOARDS

L N H ↓

ALWAYS BIG HITS



Trivia List

Here are a few of the trivia questions you'll face as you progress through the game, complete with answers.

	ANSWER
After Gretzky left the Oilers, he never won the MVP Trophy again: True or False?	False
As of 2000–2001, what number does Cliff Ronning have?	7
As of 2000–2001, which team holds the record for most points scored in one period with 23?	1971–72 Rangers
He was the first Winnipeg/Phoenix player to have two 50-goal seasons.	Keith Tkachuk
How many NHL teams are there in Pennsylvania?	Two
How many NHL teams are there in Texas?	One
In 1992, I posted the San Jose Sharks' first shutout against Los Angeles.	Arturs Irbe
In 1993–94, this team tied an NHL record for most wins by a first year team with 33.	Mighty Ducks
In hockey, what are "The Pipes"?	The goalposts
Maurice "Rocket" Richard won the NHL scoring race . . .	Never
Mike Modano was drafted first overall in 1988.	True
Pavel Bure was born in . . .	Russia
The Colorado Avalanche was originally which team?	The Quebec Nordics
They hold the record for most points their first season (1983).	Florida Panthers
What division do the Pittsburgh Penguins play in?	Atlantic Division
Which of these players was not drafted by the St. Louis Blues?	Chris Pronger
Which team did Damian Rhodes first play with?	Toronto Maple Leafs
Which team did Matthew Barnaby first play with?	Buffalo Sabres
Who holds the record for most hat tricks in a career?	Wayne Gretzky
Who won the Selke Trophy (best defensive forward) in 2000–2001?	John Madden

Shop till You Drop

Each item in the shop can be purchased with credits, and you'll need to play a lot of hockey to unlock them all. Heritage jerseys are 100, heads are 300, stadiums are 500 and teams are either 500 or 1,000 credits apiece.

NEW HEADS



ALL-STAR TEAMS




HERITAGE JERSEYS

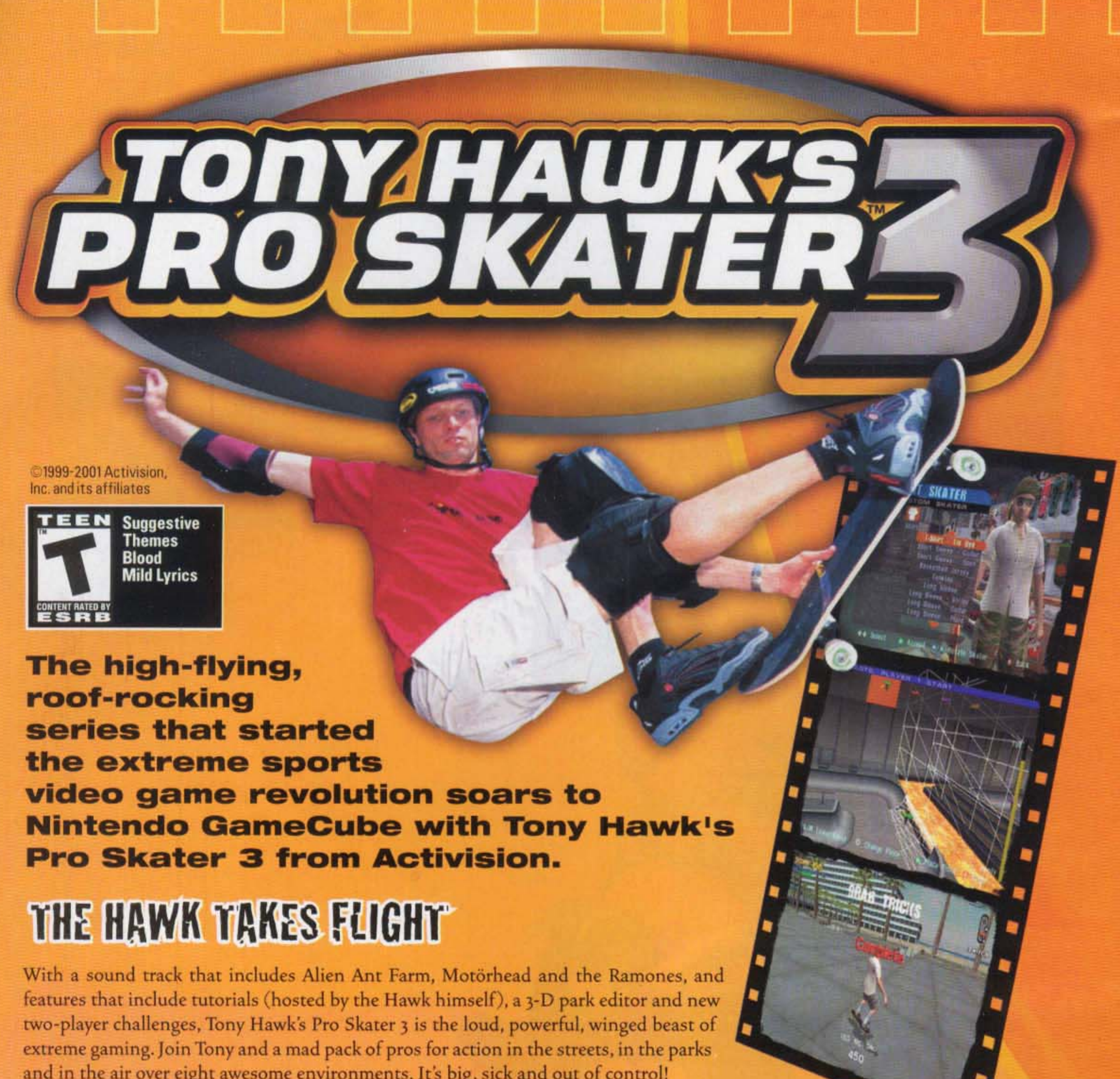


FANTASY STADIUMS



ICE IS NICE

Even gamers who don't care for sports titles have been impressed with NHL Hitz 20-02. You can play solo for hours, but it's even more enjoyable when you smash friends through the glass—so grab a Controller or two and hit the ice today!



The high-flying, roof-rocking series that started the extreme sports video game revolution soars to Nintendo GameCube with Tony Hawk's Pro Skater 3 from Activision.

THE HAWK TAKES FLIGHT

With a sound track that includes Alien Ant Farm, Motörhead and the Ramones, and features that include tutorials (hosted by the Hawk himself), a 3-D park editor and new two-player challenges, Tony Hawk's Pro Skater 3 is the loud, powerful, winged beast of extreme gaming. Join Tony and a mad pack of pros for action in the streets, in the parks and in the air over eight awesome environments. It's big, sick and out of control!

THE BEST GETS BETTER

Since real-life skateboard tricksters are always surrounded by crowds, the art of THPS3 mirrors reality by populating its environments with spectators and bit players that figure into level goals. Other improvements that make the Hawk's third game a charm are hidden decks and floating stat upgrades, skater-specific challenges and unlockable slots for more special tricks. Adding to a fleet of old pros, the new skater on Tony Hawk's block is MTV's Barn Margera. This one's a barn burner!

Continue Combos with a Phat Move



In addition to new tricks, manuals and grinds, THPS3 features a move that adds to crowd-pleasing air combos. As soon as your wheels hit the road, press the R Button to pull off a stance-switching Revert. Get goofy!

FOUNDRY

The first goal-accomplishing exhibition area in your career path is a massive metal factory, complete with power generators, cooling tanks and a labyrinth of catwalks. As soon as you start, go right and catch air off a quarter to collect a new deck.

GOALS LIST

- 10,000 POINTS
- 30,00 POINTS
- 60,000 POINTS
- COLLECT S-K-A-T-E
- GET THE SECRET TAPE
- CANNONBALL OVER THE HALFPIPE
- SOAK THE FOREMAN
- GRIND THE MOLTEN BUCKET
- UNJAM 5 VALVES

Sick Air!



If you spend your whole run pulling off combos in the halfpipe, you'll go big for sure.

Go Big, Score Huge





The foundry is littered with edges. One of the best ways to reach the sick score of 60,000 points is to ride the rails around the ground floor. Ollie, grind and ollie again.

Skating and Spelling—Collect S-K-A-T-E with Tony Hawk



Veer left from the start and look for the "S."



Go down the first ramp and take a sharp left for the "K."



Grind a low rail for the "A" in the middle of the level.



Collect the "T" while grinding the back rail.



Ride the path counter-clockwise from the "T" to find the "E."

Record This!





The secret tape is on a high girder. Veer right or left from the starting point and ollie up to the catwalk. Ride to the high glass enclosure, then crash through the glass, toward the back of the foundry, and grind to the tape.

Trick Kick



If you're riding with Tony, your trick challenge will be a lip-to-lip cannonball over the halfpipe.

Water Fight





The foreman is on one of the lower catwalks, near the center of the foundry. When you grind the rail behind him, you'll trigger a crane that will swing over the catwalk and knock him into the water tank.

Hot Grinder



You can grind the metal bucket only when it is pouring its contents. Approach it from the front, catch air from the ramp on either side and grind the bar at the pivot.

Kick Out the Jams







When you take a ride around the outside edge of the foundry, you can unjam all five valves in about 30 seconds. Grind the horizontal rails above each valve to accomplish the task.

CANADA

From the hot foundry, you'll go to the cold of Canada for an exhibition in the ice and snow. Canadian skaters are a tough crowd—you'll have to pull off tight combos to impress them. The hidden deck is above the Canada banner. Fly high and snag it.

GOALS LIST

- 35,000 POINTS
- 70,00 POINTS
- 120,000 POINTS
- COLLECT S-K-A-T-E
- GET THE SECRET TAPE
- MELON GRAB OVER THE BLADE
- GET CHUCK UNSTUCK
- BURY THAT BULLY!
- IMPRESS THE SKATERS

Dip Tip



If you're a master of vert tricks, the best place to accumulate a sick score is in the pool, to the right of the starting point.

Park and S-K-A-T-E





When you're riding with Tony, you'll find all five floating letters in the adjoining parking lots. Grind above the "E" and drop to collect it.

Rail Trail







You'll find the secret tape at the end of a broken cart rail, high in the sky. Ride the wooden paths and grind a switch to raise a halfpipe. Fly up to the halfpipe and follow a path to the rail. Grind, ollie and grab the tape.

Melon Baller





Trick goals vary from skater to skater. Tony's trick in Canada is a Melon Grab over the blade. The starting point is on the blade. Ride down, turn around and transfer from one sharp edge to the next.

Tongue Trick

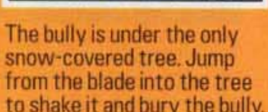


Getting Chuck unstuck will hurt him more than you. He's near the signs, left of the starting point. Slam into him.

Bully Blast







The bully is under the only snow-covered tree. Jump from the blade into the tree to shake it and bury the bully.

Kudos from Canadians







The five skaters that you will want to impress are on the edges of the pool. If you can do a trick worth about 3,000 points in front of one of the skaters, he'll give you words of encouragement. Concentrate on the combos.

RIO

The Rio Ruckus is a combination street/vert contest with rails and ramps. You'll have three runs of one minute each, and your scores will be based on technique, originality and steady landings. If the sum total of your top two scores ranks third or better, you'll earn a medal and unlock Suburbia. The hidden deck is off the course. Go left from the start, cross the street and crash through the alley to a bowl. Catch air there and collect the deck.

Give It a Go



When you hit the course for the first time, get a feel for the layout and figure out a plan for tricks and combos.

Beat It



As you get used to the course in advanced heats, try to make the best of your 60 seconds. Grind, ollie and go big.

Top Out



After three runs, your top two scores will contribute to your final judgement: gold, silver, bronze or bust.

SUBURBIA

The not-so-mean streets of Suburbia feature plenty of room to roam and earn points with big tricks. The hidden deck hovers over a brick wall near the neighborhood's most expensive-looking house. Wallie up to the top and grind.

GOALS LIST

- 55,000 POINTS
- 110,00 POINTS
- 200,000 POINTS
- COLLECT S-K-A-T-E
- GET THE SECRET TAPE
- NOSEGRAB BETWEEN THE RAMPS
- SQUASH 5 PUMPKINS
- HELP THE THIN MAN
- RESTORE POWER TO THE DISH

Ramps Rule



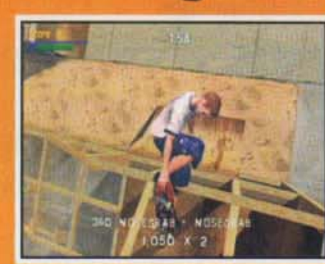
The point totals for high, pro and sick scores start soaring when you reach Suburbia. You can get big points off the trailer ramps.

Wall Rumble



The area behind the expensive-looking house is a great place to go for vert tricks off the wall. Soar and score.

Build Big



The construction site is packed with ramps and boards—yet another place where you'll rack up a lot of points.

Spread Out and S-K-A-T-E







The letters that spell "SKATE" are scattered throughout the neighborhood. You'll find the "K" after you skate up a ramp, behind the dilapidated house.

Tape Trick



Fly through the second-floor window of the old house to get the secret tape.

Big Grab

Your Nosegrab trick with Tony will take place on the construction site ramps.

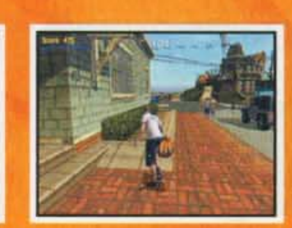
Smashing Pumpkins



Grind the brick wall that holds the new deck for one of the five pumpkins.



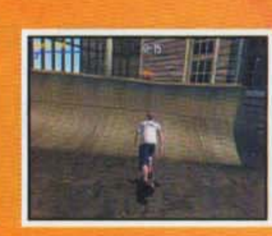
You'll find another pumpkin on a wall close to the Bar-B-Q party.



Grind the porch of the broken-down house and squash a squash.



Go left from the start and grind the halfpipe to smash a pumpkin.



Another pumpkin is on the lip of a pipe outside the oldest house.

Questionable Character





The thin man near the old house with the iron gate will tell you that he needs his key. What he really needs is an ax. You'll get the ax at the construction site. Take it to the man. He'll give you access to the house.

High-Wire Maintenance





The most expensive house on the block has a satellite dish. You can restore power to the dish by clearing away branches from the wires. Grind the wires between the dilapidated house and the house with the dish.

AIRPORT

Even though the authorities frown on skating through the concourse, you can get big air at the airport. The airport's new deck is in the air, over the metal detectors. Go up and grab it while you're flying by Security.

GOALS LIST

- 75,000 POINTS
- 150,00 POINTS
- 300,000 POINTS
- COLLECT S-K-A-T-E
- GET THE SECRET TAPE
- AIRWALK OVER AN ESCALATOR
- VISIT 10 COUNTRIES
- GET THE TICKETS TO YOUR BUDDY
- STOP THE PICKPOCKETS

Grind Find



One of the best places to collect points for top scores is under Terminal C. You'll find plenty of close rails to grind and jump there.

Letter Lineup







When Tony Hawk is your skater of choice, you'll find the "SKATE" letters in order as you skate down the main concourse.

High C



Turn right at Terminal C and grind the high rails to find the airport's secret tape.

Up and Over



Go down an escalator, pull a 180 and perform an Airwalk over the moving stairs.

Flag Frenzy





The way to visit 10 countries without leaving the airport is to touch 10 flags. You'll find the bulk of the flags at the end of the main concourse. Grind the rails that line the windows and fly into the flags.

Daredevil Ticket Delivery







Your buddy is waiting at the end of the concourse for his tickets. Hop onto the counter left of the starting point to get the tickets, race down the concourse (avoiding guards and pedestrians) and look for the guy with the skateboard.

Airport Security





The five airport pickpockets are dressed in black and carrying wads of cash. They'll attempt to run from you. Skate fast and fly into the robbers to thwart their plans.

TICKETS TO TOKYO

There is plenty of skating to go. After you clear the airport, you'll head off to Middleton, Rhode Island's Skater Island, and the rocking streets of Los Angeles. Once you accomplish a total of 35 goals, you'll enter another competition in Tokyo. You can put your skating career on hold for two-player contests that include a Free Skate free-for-all. Crank up the tunes and stick the tricks with Tony Hawk's Pro Skater 3.







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COUNSELORS' CORNER

Your Questions—Our Experts!

LUIGI'S MANSION

HOW DO I VACUUM NANA?

Knitters have a reputation for quiet reflection—until you start messing with their yarn. Stand next to Nana's yarn supply then press A to knock it over. As Nana rocks furiously around the left side of the room, pick up each ball of yarn then fire it at her. After you hit her with all three balls, you'll be able to pull her into the Poltergust. If you shoot a ball of yarn into an inaccessible area of the room, you'll need to leave the room then reenter it to restart the process.



Stand next to Nana's basket then press A to knock over three balls of yarn. Pick them up one at a time with your Poltergust 3000.



Fire the three different balls of yarn at Nana while you avoid her rocking-chair attacks. When her heart appears, turn the Poltergust on her.



Be careful where you fire the yarn. If you lose a ball in the room, you'll need to return to the outside corridor then reenter the room.

HOW DO I DEFEAT SLIM BANKSHOT?

Slim Bankshot, the pool-playing ghost, has a sledgehammer break—and you'll need to use it to your advantage. When he breaks, he'll send three balls soaring into the air. Pull one of them into the Poltergust 3000 then fire it at him. After you hit him three times, he'll be vulnerable to the vacuum. Don't pull two balls at once into the vacuum stream—the second ball may smack you in the face. If Slim breaks free from the vacuum, you'll need to hit him with one ball to make him vulnerable again.



After Slim breaks the billiard balls, three of them will fly into the air. Pull one of the balls into the Poltergust 3000 so you can shoot it at Slim.



Line up directly underneath Slim so you can fire the ball at him vertically. If you miss, you'll need to wait for him to break again.



After you stun him with three balls, you'll be able to pull Slim into the Poltergust 3000. Watch out for mushrooms that he throws on the ground.

HOW DO I CAPTURE THE TWINS?

When you enter the twins' room, spin the mobile to make the ghosts appear. When they ask you to play, leave the room then come back inside. Point the vacuum at the different boxes to make the boxes with the twins inside them shudder. Open the boxes by pressing A to make the ghosts emerge, then use the Poltergust to unseat them from their vehicles.



Direct your Poltergust 3000 at the mobile on the ceiling to make the twins appear.



The twins will hide in two of the boxes. Use the vacuum to make them give themselves away.



The twins will attack you on vehicles. Suck in the vehicles then vacuum up the twins.

WHERE DO I FIND MARIO'S BELONGINGS?

You won't be able to capture Madame Clairvoya and progress in the game until you collect all five of Mario's belongings in and around the mansion. Two of the items—Mario's glove and shoe—will practically fall into your lap, but the other three—the cap, letter and star—require a little investigation. Their locations are detailed below.



Mario's cap is the first item you can find. Press A while you stand next to the washing machine.



Take a moment to vacuum the bird house in the courtyard. The letter is inside of it.



If you fire a falling star into the moon with your vacuum, the path to the star will appear.

HOW DO I SURVIVE THE SAFARI ROOM?

After you disturb the trophy heads on the wall of the safari room, a bevy of brutal ghosts will come out of the woodwork. The white water-hearted ghosts offer the biggest headache. Alternate ice and suction from your Poltergust to wear them down until they disappear. Watch out for the green ghosts' banana peels during the fight.



Nothing will happen in the safari room until you jostle the trophy heads on the wall.



A combination of ice and suction will slowly damage the tough water-hearted ghosts.



The green ghosts will harass you while you try to suck in the white ghosts.

STAR WARS ROGUE SQUADRON II: ROGUE LEADER

WHERE IS THE TECH UPGRADE ON HOTH ?

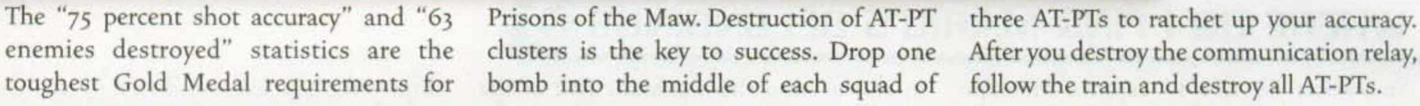
The Tech Upgrade on Hoth—advanced laser cannons—will require you to turn your attention away from your immediate objectives at Echo Base so you can return to the lost battle at Outpost Beta. After you topple three walkers, you'll see a cinema scene showing another walker destroying a power generator. When the scene ends, you'll be pointed toward Echo Base to finish the mission. Do a quick U-turn so you can return to power up at the destroyed generator.



You'll always start from the same spot after the cinema scene ends. Quickly turn around.



You'll have plenty of time to grab the upgrade then return to Echo Base to finish the mission.



HOW DO I BUILD MY STATS IN PRISONS OF THE MAW ?

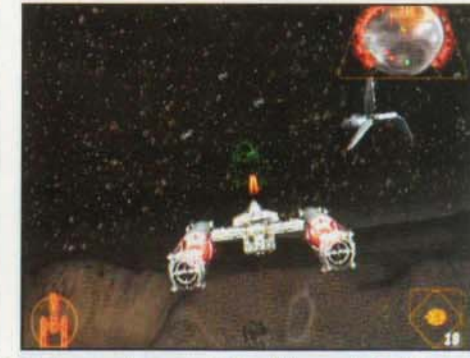
The "75 percent shot accuracy" and "63 enemies destroyed" statistics are the toughest Gold Medal requirements for Prisons of the Maw. Destruction of AT-PT clusters is the key to success. Drop one bomb into the middle of each squad of three AT-PTs to ratchet up your accuracy. After you destroy the communication relay, follow the train and destroy all AT-PTs.



Each cluster of AT-PTs can be destroyed with a single well-aimed bomb.



When the train heads for the loader, follow it and destroy every AT-PT cluster you find.



Pick your shots carefully while you defend the Imperial loader. Your accuracy rating is at stake.

HOW DO I UNLOCK THE TIE FIGHTER AS A PLAYABLE SHIP ?

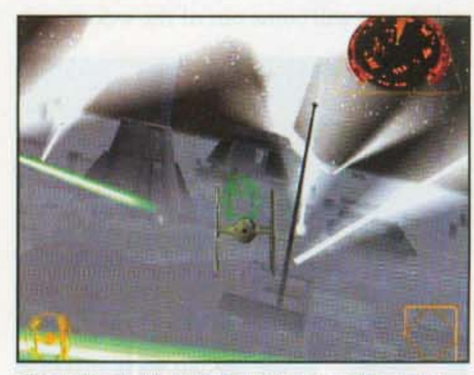
To unlock the TIE fighter as a usable ship in several missions, you must steal the Imperial craft in both the day and night variations of Imperial Academy Heist. In the nighttime mission, you must shoot the TIE fighter pilot and take the craft. In the daytime mission, you'll need to zap the ship with your ion cannon continually to disable it.



Fly to the small TIE base at night then shoot the pilot to steal the ship.



During the day, you'll need to shoot the TIE with your ion cannon until it is disabled, then steal it.



The TIE is nimble but weak. You'll need to avoid damage when you use it as an alternate ship.

THE LEGEND OF ZELDA: ORACLE OF SEASONS

HOW DO I DEFEAT MANHANDLA ?

The Ancient Ruins dungeon boss is a flowering fiend protected by a turbulent sea of sand. Before you begin the battle, equip your boomerang for distance attacks and Roc's Feather for evasive maneuvers. Destroy the creature's flowers with your boomerang until it is nothing more than a stem. Stand on the stationary portion of the sand to target the stem.



Leap to avoid the Manhandla's blasts while you target the boss with your boomerang.



The final flower can be tough to destroy—do your best to guide the boomerang after you release it.



Position yourself on the static sand near the north of south wall, then attack the stem with the boomerang.



When the stem exposes its core, switch to your sword to finish off the beast.

WHERE DO I FIND THE RUSTY BELL ?

You'll need to help a pirate's ghost find his lost skull in Samasa Desert before you'll recover the Rusty Bell. To reach the desert, learn the entrance code from the pirate on the second floor of the House of Pirates. Once in the desert, go to the ghost in the Pirates' Ship then dig up his skull. The skull's chattering teeth will direct you to the bell.



The pirate on the second floor of the House of Pirates will give you a code to enter Samasa Desert.



After you talk to the ghost in the ship, find his skull in an oasis in the northeast corner of the desert.



Use the Power Bracelet to carry the skull around. Its teeth will chatter when you approach its destination.



Drop the skull into the pit closest to where its teeth chatter to recover the Rusty Bell.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

Advance Wars

Q: Why can't I build units?
A: You can't build units in certain missions. You must have an airport, base or port.

Q: Why can't I attack a unit?
A: Some units can attack certain unit types only. Press R for information about your unit.

Q: What is the highest possible mission rank?
A: S—for special—is the highest rank you can get. You must score 950 points or more to earn it.

Lady Sia

Q: What do I do with the holographic Lady Sia?
A: The image is a save point in the level.

Q: What do ratings mean at the end of a level?
A: The ratings are determined by the number of prisoners you rescue and gems you collect.

Q: The text isn't in English! How do I fix it?
A: Go to the bottom option in the Options menu, then adjust the language setting by pressing Left or Right on the Control Pad.

Make the Most of Your Game Counseling Call!

If you are are having difficulty hooking up a Nintendo game system, be sure you have read manuals for your TV and VCR before you call a counselor. You may even figure out the problem yourself.

Pokécenter

On November 16, 2001, Pokémon Center New York celebrated its official grand opening. Located in Rockefeller Center, The Pokémon Center New York shares a building with NBC's "Today Show" studios. The two-story complex is much more than a shop where Pokémon fanatics can snap up T-shirts and collectibles—it's a place where visitors can become totally immersed in everything Pokémon. Animatronic Pokémon perform in the Audio Animatronics Zone throughout the day, bringing the video game and cartoon characters to life. Gamers interested in picking up the ultrarare Celebi have the opportunity to catch the valuable Pokémon in their Gold and Silver Game Paks. Trading Card Game players and their video game counterparts can gather in the Trainer's Gym to work on their battling skills. The store will feature hundreds of exclusive products, including the Pokémon Mini hardware system and games and a special edition Game Boy Advance. The art deco design for the Pokémon Center New York was created by Ashura Itoh, a comic artist with a long history working with Nintendo. He created the Star Fox and Metroid comics for Nintendo Power and supervised the 3-D modeling studio for Pokémon Stadium and Pokémon Stadium 2.

Audio Animatronics Zone

An artist's simulation of what the Audio Animatronic Zone looks like, from advance materials supplied to Nintendo Power.



Audio Animatronics View from 48th Street

This concept art shows that people outside of the Pokémon Center New York are able to watch the show through the glass walls on 48th street.



Pokémon Catch 'em Machine

The "Pokémon Catch 'em Machine," allows players to pick up Pokémon #251, Celebi, an ultrarare Pokémon.

Pokémon Center NEW YORK

Take a look at some of the exclusive merchandise available at Pokémon Center New York! A selection of items will also be available at www.pokemoncenter.com for those who can't make it to NYC.

Pokémon Center New York chocolates are a sweet way to remember your visit!

The pin features the official Art-Deco inspired logo for the Pokémon Center New York.

Charizard, Pikachu and Pichu are featured in a 3-D statue that represents Pokémon Center New York.

The Electric-type Pikachu decorates an electric guitar. When these two electric-types meet, there are bound to be sparks!

Once an hour, the Poké Ball on the Pokémon Magical Clock opens to reveal Mewtwo, Pikachu, Pichu and Charizard. The chimes ring out sounds from Pokémon games!

You and Pikachu can make beautiful music together with this Pikalele.

Some of the coolest exclusive merchandise includes special Pokémon hardware! Pokémon Mini and Pokémon Center New York Game Boy Advance are two great reasons to make a trip to the first and only Pokémon Center in the USA!





Several elements make the Pokémon Center New York Game Boy Advance special—check out that art deco inspired color and Pokémon design.

The Pokémon Mini is a small handheld system with a black-and-white LCD screen that plays special mini cartridges. The hardware unit comes with Pokémon Party Mini, a collection of games. The unit has an infrared port and a rumble feature.



Pokémon Pinball Mini has several pinball-style boards players can tackle in Quest Mode, Time Attack Mode or Score Attack Mode.



Many different and often challenging puzzle games are available in Pokémon Puzzle Collection, including sliding puzzles and shadow puzzles.

Pokémon Zany Cards has several multiplayer card games in addition to the one-player games.

Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

David Johnson, a.k.a. "Fanha," from Escondido, California, is another of those wise Online Pokémon Masters we've come to expect great teams from. David's "sapper" team uses many different types of moves, like Toxic and Sandstorm, to wear the opponent down, then adds on more moves like Sleep Powder and Disable to keep the opponent from attacking his team. We're sure many unsuspecting teams have had their energy sapped by David's Pokémon!













David's team has several themes running through it, and his Snorlax is a perfect representative of the team. Snorlax uses Toxic to sap energy from the other team, it uses Substitute and Leftovers together to make the most of its high HP and it uses Selfdestruct when things get tough to ensure that it takes down at least one opponent. Body Slam is Snorlax's utility move, and it uses it to deal lots of damage—the paralysis it sometimes deals is a bonus. Fanha's Exeggutor starts with Sleep Powder to make the enemy snooze, then uses Psychic or Giga Drain to relieve the enemy of its HP. Explosion is there to let Exeggutor take the enemy with it when it's close to fainting. Golem shares traits with the other members of the team and uses Sandstorm to take a bit of HP from the opponent for several turns. When used in conjunction with Smeargle's Spikes and Snorlax's Toxic, the opposing Pokémon will really be hurting. Golem uses Earthquake and Rock Slide to deal even more damage. David's Zapdos cleans up whatever mess the rest of his team leaves behind with its Thunderbolt, Drill Peck and Hidden Power moves. David's Zapdos's Hidden Power happens to be Water with a base damage of 70, which must shock the competition!



David's Smeargle leads off and uses Spikes to discourage the opponent from switching out. David then uses Spore to put the enemy to sleep. Smeargle's defenses aren't the greatest, but in the event that it's not knocked out and the opponent is asleep, he uses Horn Drill to try to finish off the opponent.



Fanha generally brings his Alakazam out after several opponents are already down. Its speed allows it to go first most of the time, and when it opens with Disable or Encore, it might force the opponent to switch out, which means it will take damage from Smeargle's Spikes.

SURF ON TARZAN'S TURF

WIN TARZAN'S SURFBOARD, SURF LESSONS AND SURF LIKE A PRO!

GRAND PRIZE (ONE WINNER)

Swing over to California to take **private surf lessons** using an exclusive, handmade **Tarzan surf board.** After you dry off, pop a **Disney's Tarzan: Untamed Game Disc** into your brand-new **Nintendo GameCube** for some civilized fun!



SECOND PRIZE (FIVE WINNERS)



If Tarzan had shoes, you would step into them as you play Ubi Soft's wild new title for the Nintendo GameCube—**Disney's Tarzan: Untamed.**

THIRD PRIZE (FIFTY WINNERS)

Because you can't walk around half-naked like some kind of ape man, put on one of Nintendo Power's skin-obscuring T-shirts. Please.



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If you are under 13 years of age, you need your parent or guardian's permission to enter the contest. Please have your parent or guardian sign on the line below.

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A. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
1. Male 2. Female

C. Have you had a chance to play Nintendo GameCube yet?
1. Yes 2. No

D. How many Nintendo GameCube games have you played?
1. None 2. One 3. Two 4. Three or more

E. Which of the following do you own?
1. Game Boy Advance
2. Playstation 2
3. XBox

F. What Nintendo GameCube title interests you the most?
1. Luigi's Mansion
2. *Star Wars* Rogue Squadron II: Rogue Leader
3. Wave Race: Blue Storm
4. Super Monkey Ball
5. Madden NFL 2002
6. Batman Vengeance
7. Disney's Tarzan: Untamed
8. Pikmin
9. Super Smash Bros. Melee
10. Tony Hawk's Pro Skater 3
11. Dave Mirra Freestyle BMX 2

G. What is the next video game system you intend to buy?
1. Nintendo GameCube
2. Game Boy Advance
3. Playstation 2
4. XBox

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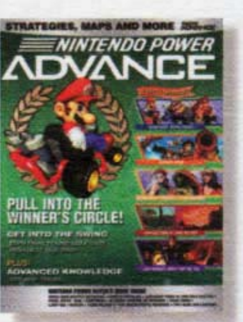
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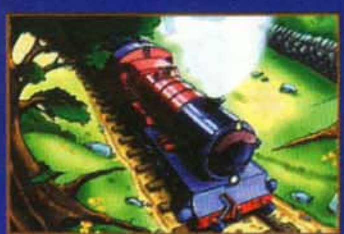
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Harry and You-Know-Who are coming to Game Boy Advance. Are you ready ?



Harry Potter and the Sorcerer's Stone™





Back to School

From best-selling novel to hit movie, Harry Potter can do no wrong. EA Games' GBA take is just as impressive as the book and movie, sending players off to Hogwarts to relive the events of The Sorcerer's Stone in a puzzle-filled adventure. There's mystery, danger, excitement and Quidditch.

Hogwarts School of Witchcraft & Wizardry

School Supplies for Firsties

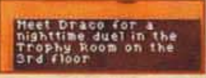
In his bag of tricks, Harry has plenty of help for getting around Hogwarts. The submenu system includes maps of the school and school grounds, an inventory of collected items and storage for the Wizard Cards you earn during the game.



The map of the school contains a listing of all the floors. It also indicates where Harry is located in the school.



Floor maps can be useful when Harry has to sneak past the watchful prefects at night. Use the map to plan a safe path to your destination.



The message is a reminder of your next major task or appointment.



Harry's inventory includes the potion ingredients he collects for Professor Snape's class and various other items, such as the flute and Pumpkin Pasties.



Chocolate Frogs contain collectible Wizards Cards that feature famous wizards, witches and other magic-users through the ages. You can check them out in the Folio Magi.



There are two control schemes for piloting your broomstick in Quidditch matches. Try both and choose the one that suits you best.

Hoggy Warty School Days

Hogwarts is truly a magical place. Harry's time is spent in and out of class, learning spells, playing Quidditch, solving mysteries and trying to add to Gryffindor's house points, or at least avoid having house points deducted for bad behavior. Don't dawdle. Harry's got a lot to learn.



Harry's fellow students, such as Ron Weasley, usually have something useful to say. When it's time to go to the next class, someone is sure to let you know.



You can check on the current status of house points by consulting the statues on the ground floor. One of your goals is for Gryffindor to win the annual contest for best house.



Draco Malfoy and his pals just don't seem to know when they're outclassed. Harry (and you) will relive many events from the original story over the course of the game.

It's Time for Classes to Begin

Harry's reason for attending Hogwarts is to master magic spells and potions. He has a lot of natural ability, but that's just the beginning. In each spell class, you'll learn wand motions that cast a spell. After that, you'll prove how adept you are by completing a six-star challenge. You'll earn house points for completing lessons.



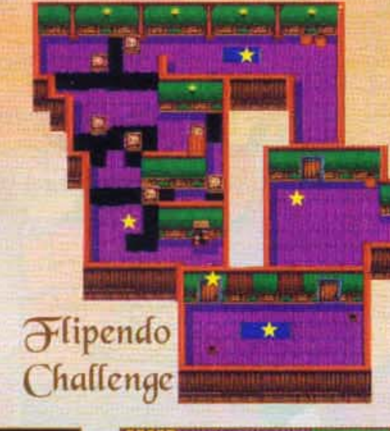


Defense against the Dark Arts



Watch Professor Quirrell's wand motions closely, then repeat each motion with your wand. Learn the spell on the first try to maximize the number of house points you'll earn for Gryffindor.

Flipendo Challenge



The Flipendo Six-Star Challenge begins with Harry using his new spell to roll a barrel down a corridor and hit a switch that triggers a bridge to pivot across an open span.



Flipendo is your main attack spell against most baddies. In the Flipendo Challenge, you'll have to stun gnomes. Press the B Button repeatedly to cast rapid-fire spells of Flipendo.



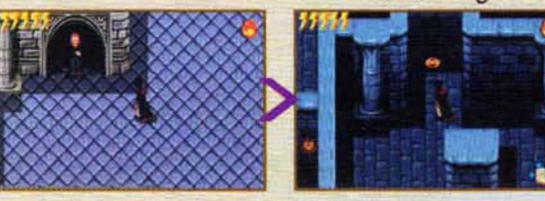
You can use Flipendo to knock over jars, barrels and other objects that might conceal Bertie Bott's Every Flavor Beans, which restore some of your stamina.





The blocks embossed with the image of a hand will move to form bridges if you hit them with Flipendo. Aim at the open palm of the hand to activate the moving blocks.

Mixing Your Metaphysics

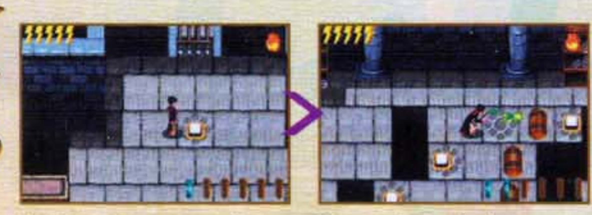


Harry will get an extra assignment when he arrives just a tad late for Professor Snape's Potion class. Before mixing potions, he must go to the basement to collect six glass vials.





The large pottery urns may contain green ooze, Bertie Bott's Every Flavor Beans and, sometimes, glass vials. Use Flipendo to bust them open for a look.



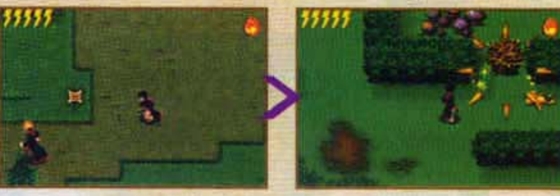
You'll encounter several types of floor switches in the game. Some activate a door or bridge with one step while others must have something remain on top of them, such as a barrel.





Multiple gnomes can be a headache. Use Flipendo to knock them out or, whenever possible, use Flipendo on a barrel that will roll over a gnome. It's just as effective and much safer.

A Walk in the Garden



Hagrid's hut is in the woods to the left of the school. That's where you must go to find the first ingredient in the Wiggenweld Potion. Use Flipendo to destroy the spiked bushes.





At the end of the path is Hagrid's cottage. Hagrid reveals that you'll be able to find the first ingredient, Dittany, in his garden out back. The garden turns out to be a big puzzle.



Keep on the lookout for spiked bushes, gnomes and pitfalls in the garden. You should search shrubs for Bertie Bott's Every Flavor Beans if you're low on stamina.





Your goal is to use Flipendo to roll the white eggs onto the three switches that activate the moving bridge blocks. You may have to cast your spell from across holes or hedges.

Hagrid's Garden



The lines and arrows on the map show the routes for moving the white eggs into position on the switches. If you fall down a hole, you'll have to start over.



Once the three bridge blocks are moving, carefully step across them until you reach the small area where the Dittany plant grows. Grab the Dittany and return to Hagrid.

Broomsticks and Branches



It seems that Harry's first flying lesson will be delayed when he arrives at the pitch, because Neville has to be taken to the infirmary. But Malfoy has other ideas and steals Neville's Remembrall.



As Harry, you'll grab a broom and chase after Malfoy, trying to regain the Remembrall. As you fly through the blue sparks, you'll add power to the meter at the bottom of the screen. Try to fill up the meter.



When the meter is full, it's time to grab the Remembrall. Push the A Button when the ball is close to the hand. You'll have a limited time to grab it.



While flying, you have two control options. One option steers relative to the screen while the other steers relative to Harry's direction of flight. Choose your fave.

A Secret Garden

Wander down to the greenhouses south of the school and head to the east of Greenhouse 1. If you approach the tree, as shown in the screen shot, you'll enter a hidden garden. It's full of baddies, so prepare by switching to your Flipendo Spell. Defeat all three of the flamethrowing turtles to earn a Pumpkin Pasty. Yum.





Things That Go Bump in the Night




When night falls on Hogwarts, the action is just beginning. Harry has to skulk about the school at night, going places where no student is allowed, if he is to solve the riddle of the Sorcerer's Stone. The prefects who monitor the hallways will dock house points from Gryffindor if they catch Harry out at night.

The Dark Halls



The pool of light that surrounds Harry is his range of visibility. If a prefect is in that pool of light, Harry will be spotted and sent packing.



Hall monitors patrol predictable routes in the darkened school. Look for nooks to duck into to hide from them. You may have to use magic spells to activate switches and open doors.



Floor 7 After Dark



Use the Alohomora Spell that you learned from Hermione to open doors and locked chests. You may find some useful items as you work your way toward the trophy room, where Malfoy awaits.



The eyeball symbols on the map represent prefects that you need to avoid. Moving from right to left, you'll have to go to the northwest corner, then down to the southwest corner to reach the stairs undetected.

The Midnight Duel with Malfoy




When Harry sneaks down to the third-floor trophy room to meet Malfoy, he gets an unpleasant surprise. Malfoy casts the Loco Mortis Spell, which freezes Harry in his tracks.




Making things even worse, Snape is on his way to catch you. Hit the switch on the wall with Flipendo to activate a bridge. The floor switch activates another bridge. Hide from Snape!



Open the treasure chests you find along the way. In the one pictured to the left, you'll find a Chocolate Frog and a new Wizard Card for your growing collection. It's a good idea to open every treasure chest for goodies.




While Professor Snape waits, Harry must use Flipendo to move bridge blocks and destroy urns. The bridge blocks allow Snape to move to the next room. Harry should follow cautiously.




Use Alohomora to open the locked doors while avoiding Snape's gaze. In the area with several bridge blocks, cast Flipendo from the side to move the bridge blocks into place.



Back in the common room, Hermione is quite upset that you lied and used Alohomora when you said you wouldn't use it to sneak out at night. Don't worry, though. She'll forgive you later.

A Wand Is a Terrible Thing to Waste



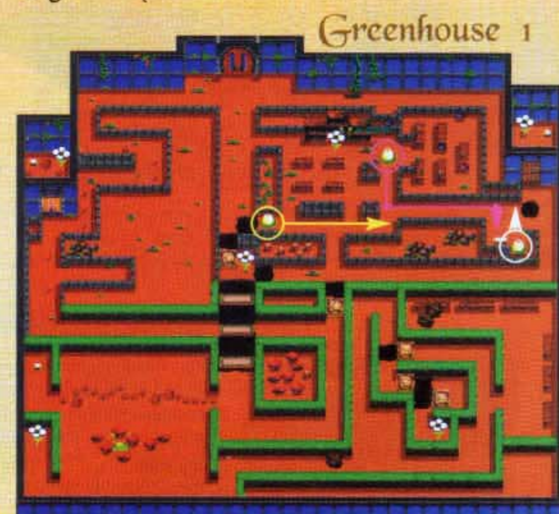

Harry's busy schedule includes all sorts of classes and activities. In class, you'll generally learn a spell or be given a task. In your free time during the day, you might play Quidditch or visit Hagrid. You can even spend time poking your nose into forbidden places. Check the map if you forget your next task.

Herbology and Magical Plants




Your challenge in Greenhouse 1 is to collect six pieces of Moly for Snape's potion. Use Flipendo to attack the snails and lure the flying Doxies into the arms of the Venomous Tentacular.

Greenhouse 1






You'll have to use Flipendo to move the large white eggs into the positions shown above. It's the only way to get one of the eggs onto a floor switch that opens the door to the right.

Quidditch by the Numbers



Having proven your flying skills earlier, you'll become the Seeker for the Gryffindor Quidditch team. Quidditch is an unusual sport that's played on broomsticks, with both teams airborne. The Seeker's job is to catch a flying ball called the Golden Snitch. If you catch the Golden Snitch, you'll win the match.

Up, up and Away! NP



The match begins with two Seekers flying high above the Quidditch grounds. You must stay within the circular halo of the Golden Snitch for several seconds before moving to the second phase of the match.



In the second phase, you must chase the Golden Snitch, flying through the blue sparks to fill up your grab meter. It's the same idea as when you chased Malfoy to recover Neville's Remembrall.



Once the grab meter is full, you can try to grab the Golden Snitch. The clock in the upper-right corner of the screen shows how much time is left in the match.



Grabbing the Golden Snitch is all a matter of timing. Watch the moving ball on the grab meter. When it is close to the hand, press the B Button to initiate the grab. If you succeed, you'll win the match.

Who Let the Troll In?

You never know what will happen next at Hogwarts. When Hermione turns up missing from the Halloween banquet, Ron and Harry go off to find her. What they find instead is a mountain troll loose in the building. It's up to Harry to take carry of the danger, and there are more dangers ahead than mere trolls in the bathrooms.




Of Trolls and Holes: A Cautionary Tale




Hermione wouldn't miss the Halloween feast, not even if she was mad at Harry. Look for her in the bathroom on the first floor. Strange sounds are emanating from a hole in the wall.




Lead the troll near the big hole and circle around so that its back is to the pit. Use Flipendo to make the troll raise its arms, then hit it again to push it backward. Repeat until the troll falls.

Transfiguration and Dark Arts, Too



In the Transfiguration class, you'll learn Avifors, a spell that turns objects into birds. Use the spell to move objects that have been placed on switches. Once the object is gone, the switch will be activated.



In Defense against the Dark Arts class, you'll learn Lumos, a spell that lights up dark rooms. Use it to see your surroundings when you have to travel at night.

Collect the Remaining Ingredients




Use Hagrid's flute to attract Flobberworms. Before you lead six of the worms to Hagrid, rid the garden of Doxies by luring them within the grasp of the Venomous Tentacular.

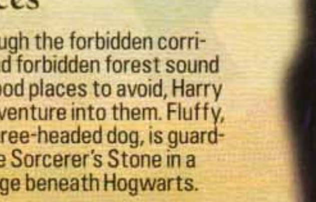


Sneak into the potions storeroom to get the Wiggentree bark. It's in the left bookcase. To escape, take the hidden door at the back of the storeroom into the maze. Be prepared for danger!

Forbidden Places



Although the forbidden corridor and forbidden forest sound like good places to avoid, Harry must venture into them. Fluffy, the three-headed dog, is guarding the Sorcerer's Stone in a passage beneath Hogwarts.

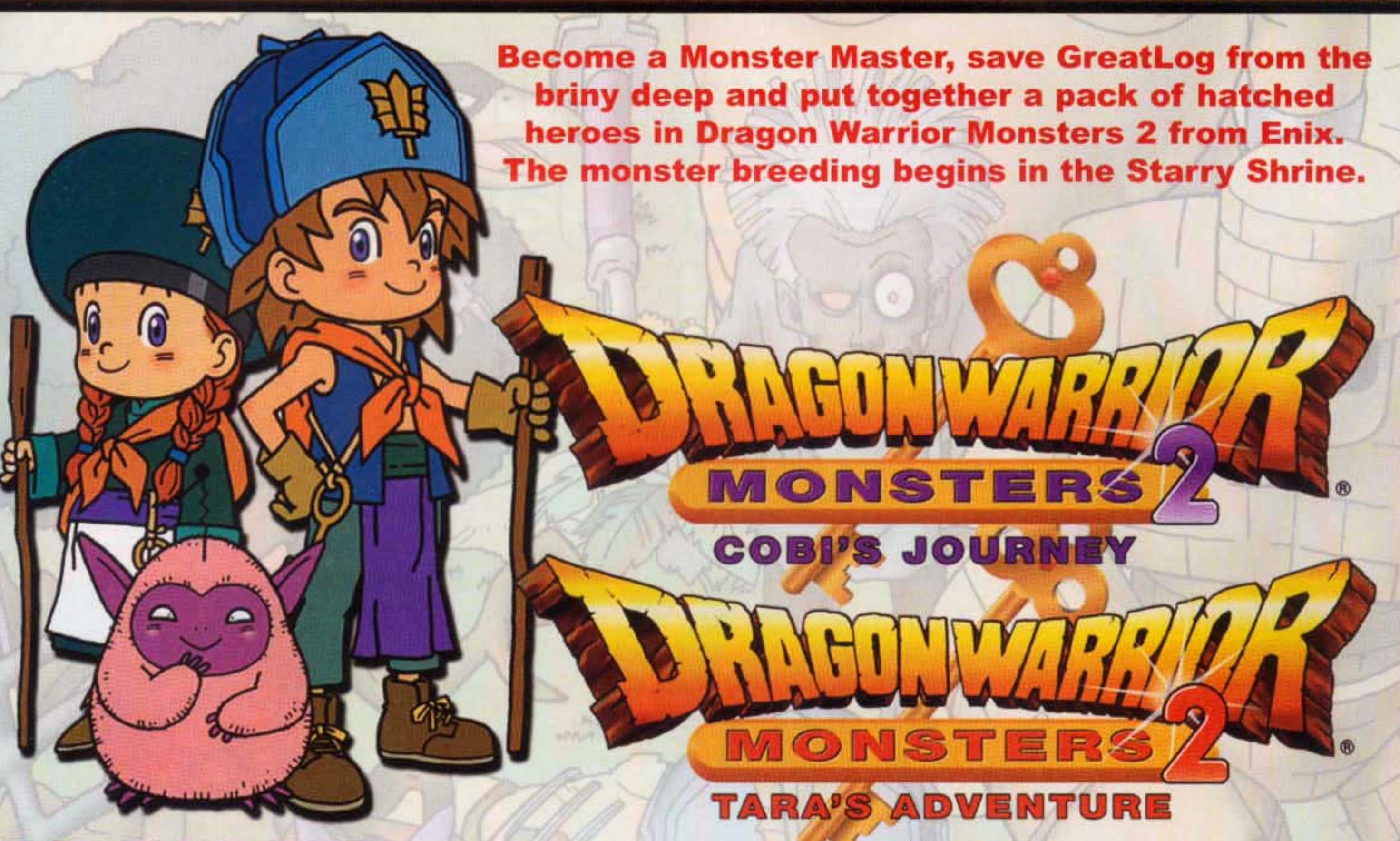


Who Is Nicolas Flamel?



As the school year passes, Harry and his friends learn about the mysterious Nicolas Flamel, an alchemist who created the powerful Sorcerer's Stone. Much magic and many challenges lie ahead, but if you're brave, and you've studied your lessons well, you should solve the riddle and get a passing grade.

Become a Monster Master, save GreatLog from the briny deep and put together a pack of hatched heroes in Dragon Warrior Monsters 2 from Enix. The monster breeding begins in the Starry Shrine.



RARE BREED

By breeding monsters and trading Dream Eggs, you can not only make stronger monsters, but create types of monsters that are otherwise unavailable. You can accumulate exclusive Dragon Warrior Monsters 2 creatures in our special monster giveaway. Turn to page 114 for details.



ALL IN THE FAMILY

When you breed monsters, it's important to take their lineage into account. Every family has its own attributes. You can preserve family attributes through your choice of base monsters in breeding pairs.


Slime Family
Members of the Slime family have above-average agility and are helpful to allies in battle.


Zombie Family
While they do carry high hit points, the creatures of the Zombie family are average or weak in other categories.


Dragon Family
Strong against fire and blizzard attacks, the Dragons are known to have high all-around stats.


Bug Family
Poison resistance and strong attack and defense parameters are marks of the Bugs.


Plant Family
Magic points and intelligence are strong attributes in the ever-growing members of the Plant family.


Material Family
Strength against fire and blizzard attacks are the Material family's distinguishing features.


Bird Family
Birds grow quickly and demonstrate very high agility. They also show resistance to thunder attacks.


Devil Family
The strong Devils have high hit points and good resistance to attack spells and skills.

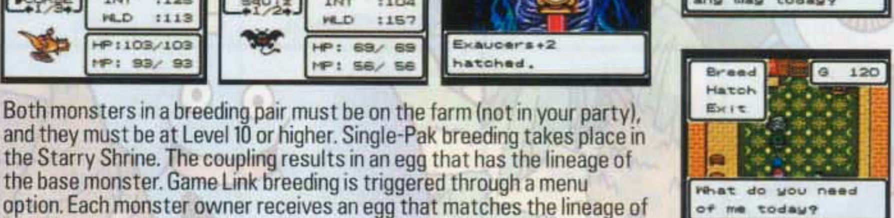

Water Family
Members of the Water family can both dish out and defend against water attacks.


Beast Family
The powerful members of the Beast family have strong physical attack power.

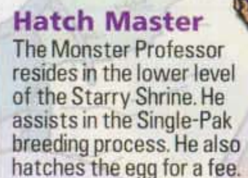
MAKING MONSTERS

Once you have found the SkyShield, you can enter the Starry Shrine in GreatLog and pair up two monster for breeding. You can also mate one of your monsters with a monster under the command of another Dragon Warrior Monster 2 player by way of a Game Link Cable connection.

The Basics of Breeding

Both monsters in a breeding pair must be on the farm (not in your party), and they must be at Level 10 or higher. Single-Pak breeding takes place in the Starry Shrine. The coupling results in an egg that has the lineage of the base monster. Game Link breeding is triggered through a menu option. Each monster owner receives an egg that matches the lineage of his or her own monster. Breeding parents disappear after mating.



Egg Evaluation

The Egg Evaluator of the Starry Shrine can give you information about the monster within the egg. She can also change its gender with a blessing.

Hatch Master

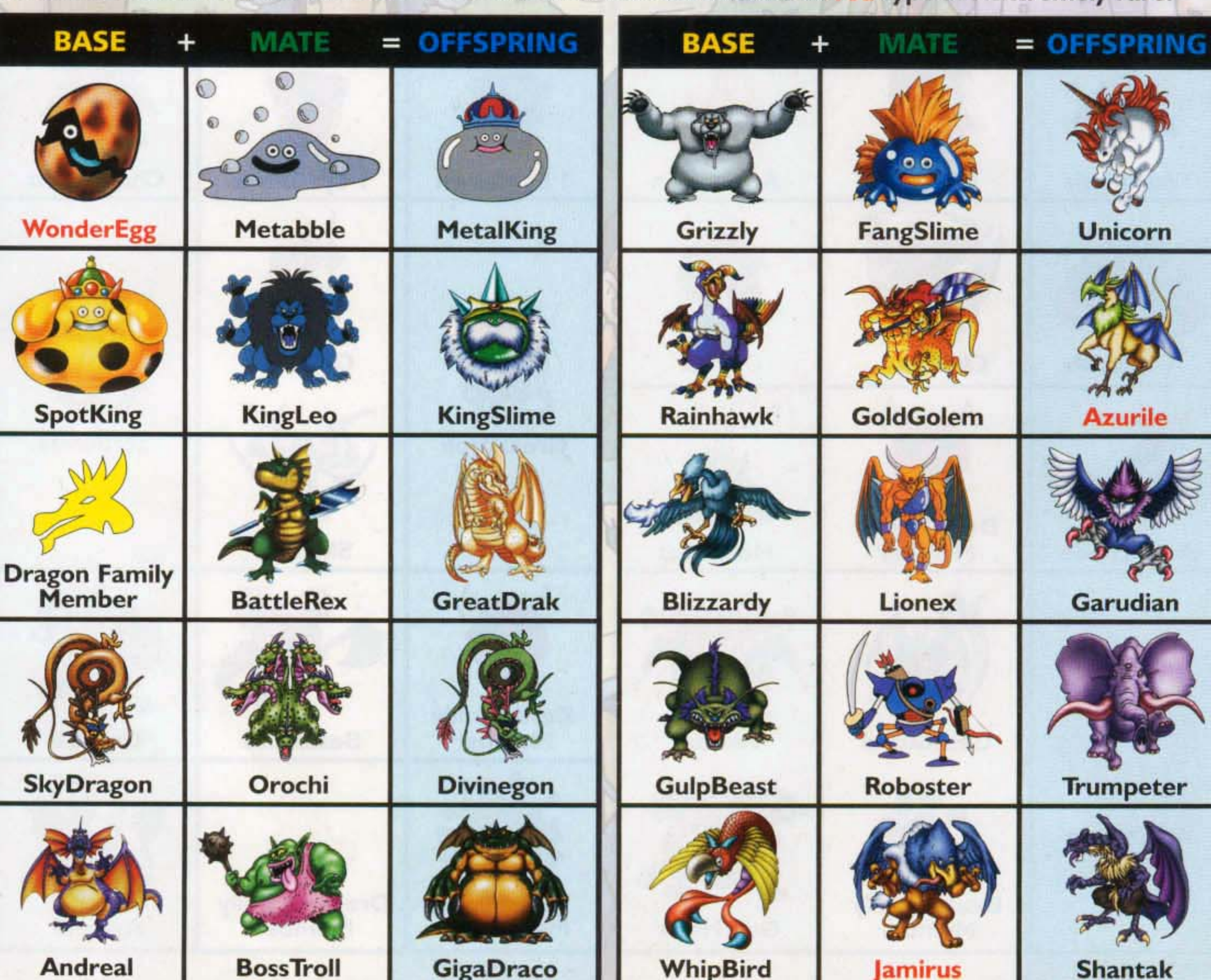
The Monster Professor resides in the lower level of the Starry Shrine. He assists in the Single-Pak breeding process. He also hatches the egg for a fee.



BREEDING PATTERNS

Through the process of breeding, you can create types of monsters that you will never find in the wilds of the worlds that you explore. The following entries demonstrate the results of combining particular breeding pairs. Use them to add an exotic flair to your monster roster.

All of the monsters in the table are rare. The monsters with names in red type are extremely rare.



BASE	+ MATE	= OFFSPRING	BASE	+ MATE	= OFFSPRING
WonderEgg	Metabble	MetalKing	Grizzly	FangSlime	Unicorn
SpotKing	KingLeo	KingSlime	Rainhawk	GoldGolem	Azurile
Dragon Family Member	BattleRex	GreatDrak	Blizzardy	Lionex	Garudian
SkyDragon	Orochi	Divinegon	GulpBeast	Roboster	Trumpeter
Andreal	BossTroll	GigaDraco	WhipBird	Jamirus	Shantak

BASE +	MATE =	OFFSPRING
MadGoose	Digster	Whipbird
Rosevine	Gigantes	Egdracil
GhosTree	Snapper	FaceTree
WarMantis	Octoraid	Armorpion
Armycrab	Clawster	Digster
ArmorPede	Devil Family Member	HornBeet
ArcDemon	GateGuard	Akubar
ArcDemon	Beast Family Member	GoatHorn

BASE +	MATE =	OFFSPRING
Centasaur	GoldGolem	Durran
Grendal	Whiteking	GateGuard
BossTroll	Iceman	EvilWell
1 EyeClown	1 EyeClown	ChopClown
GreatDrak	Octoraid	Serpentia
GreatDrak	Skeletor	Serpentia
Devil Family Member	BeastNite	Grendal
MedusaEye	Dragon Family Member	AgDevil

BASE +	MATE =	OFFSPRING
Whiteking	DracoLord	Lazamanus
Skeletor	Andreal	WhiteKing
Zombie Family Member	Andreal	Skullgon
Durran	DarkHorn	Titanus
Esterak	GoldSlime	Mirudraas
Material Family Member	Lipsy	VooDoll
Akubar	RainHawk	Jamirus
HoodSquid	1 EyeClown	WhaleMage

BASE +	MATE =	OFFSPRING
Baramos	Gorago	Mudon
Beast Family Member	Lizard Fly	Fairy Rat
Octagon	ChopClown	OctoRaid
DracoLord	Orligon	LordDraco
Pizzaro	Esterak	PsychoPiz
MetalDrak	KingLeo	LavaMan
MetalDrak	Skullgon	IceMan
IceMan	LavaMan	GoldGolem

MONSTER MASTER GIVEAWAY

Nintendo Power and Enix have teamed up to offer three exclusive monsters to 75 lucky players of Dragon Warrior Monsters 2. The creatures Lamia, Dimensaur and Kagebou are available only through Game Link transfer. By sending a postcard to Nintendo Power, you can enter to win them. If your postcard is selected from all of those received, you will be asked to send your game to us. We'll add the monsters and send it back.



INFO	Lv: 1 ♂
Lamia	ATK : 700
Brabo	DEF : 10
▶Satma	AGL : 10
	INT : 10
	WLD : 0
	HP: 10/ 10
	MP: 10/ 10

Dimensaur, a creature that lurks deep in DW lore, could join your party.

INFO	Lv: 50 ♀
▶Lamia	ATK : 500
Brabo	DEF : 700
Satma	AGL : 600
	INT : 600
	WLD : 0
	HP: 500/500
	MP: 700/700

Lamia helps the hero of Dragon Warrior 3 reach out-of-the-way areas. It can help you fight the monsters of DWM2.

INFO	Lv: 10 ♂
Lamia	ATK : 100
▶Brabo	DEF : 100
Satma	AGL : 700
	INT : 100
	WLD : 0
	HP: 100/100
	MP: 100/100

The elemental Kagebou is a member of the Watabou and Warabou families.

Enter to Win!

Print the following information on a postcard:
Name
Address
Telephone Number
Age
Parent/Guardian Signature
(If you are under 13)

Sent to:
Nintendo Power
Dragon Warrior
Monsters 2 Giveaway
P.O. Box 97082
Redmond, WA 98073

Enter to Win Official Giveaway Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. DO NOT SEND YOUR GAME PAK. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, age, Parent/Legal Guardian's signature if you are under the age of 13, and "Dragon Warrior Monsters" on a postcard, (Do Not send your Game Pak) and mail the entry to this address:

NINTENDO POWER
DRAGON WARRIOR MONSTERS 2 GIVEAWAY
P.O. BOX 97082
REDMOND, WA 98073

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 1/1/02 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 1/15/02, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 1/31/02. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likeness and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 1/15/02) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Seventy-five (75) entrants will have three special Dragon Warrior Monsters data transferred to their Dargon Warrior Monsters 2 Game Pak. Winners of the Dragon Warrior Monsters will be required to mail their Game Paks to Sponsor. Dragon Warrior Monsters data has no retail value. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright ©2001 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.





















DONUT HUT
WELCOME TO SPRINGFIELD DRIVE SAFELY!!
OR WE'LL SHOOT OUT YOUR TIRES.
KWIK-E-MART
STOP
FLANDERS
HOMER. YOU'RE DRIVING LIKE A MANIAC!
OH, MARGE. ROADS ARE JUST A SUGGESTION. LIKE PANTS!
MATT GROENING







Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.



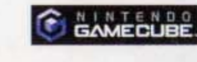
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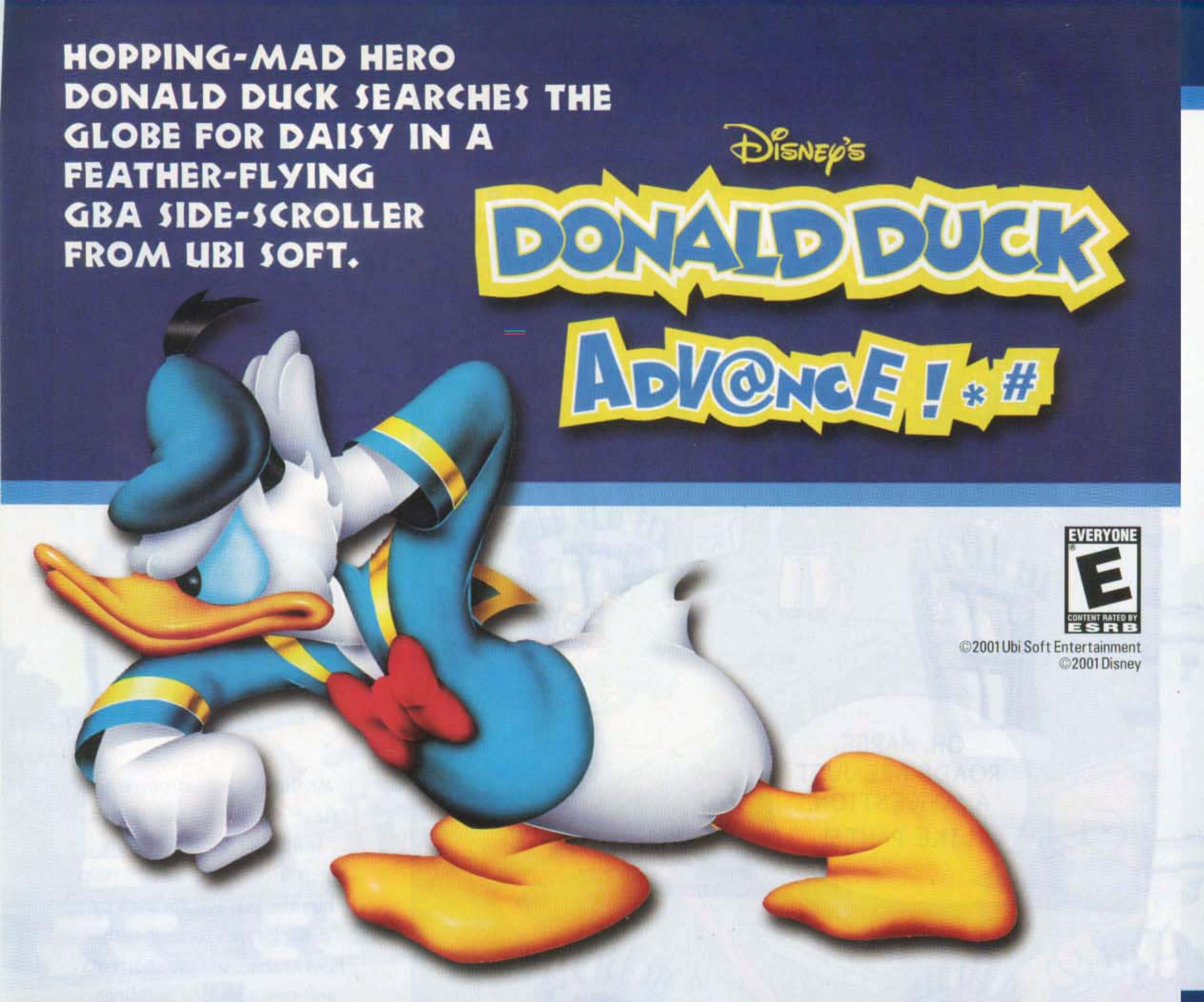








HOPPING-MAD HERO DONALD DUCK SEARCHES THE GLOBE FOR DAISY IN A FEATHER-FLYING GBA SIDE-SCROLLER FROM UBI SOFT.



GET QUACKING

When merciless magician Merlock makes waves by capturing star reporter Daisy, Donald Duck gets mad, then he gets quacking in Donald Duck Advance from Ubi Soft and Disney Interactive. To save his friend, Donald must get help from Gyro Gearloose and make his way to Merlock's Castle, through four huge areas and tons of tough challenges. It's a quacky quest for daring Donald!









DUCKIE MOUNTAIN

The natural surroundings of Duckie Mountain serve as the setting for the first four sections of your adventure. You must collect three charged-up Energy Spheres then find the Gyro-Gamma-Tubal-Teleport to escape from each area. The mountain features dangerous creatures and lots of long leaps. Be sure to collect plenty of stars and extra lives. You'll need all the help you can get!

BATTLE BIRDS



Birds fly in a horizontal zigzag pattern. If a bird is in your way, stomp it or punch it. When the bird disappears, it will leave behind stars. Blue stars are worth five yellow stars. Red stars are worth 10 yellow stars. Collect 100 for an extra life.

HOP, POP AND HOVER



You'll have to get big air to reach high places. One way to achieve a vertical boost is to bounce off enemies. You can also fly high by executing a double jump. Jump, then jump again in midair.

PUNCH OUT PORCUPINES





Porcupines will poke you with their quills if you try to stomp them. That makes Donald angry. The best way to deal with a porcupine is to give it a quick punch.

LEAP ONTO LOGS





A nasty bear will give you a run for your money in Duckie Mountain 3. Press and hold the R Button to run. The bear will stop when you hop onto the waterfall logs and ride them to the other side.

DUCK AND COVER

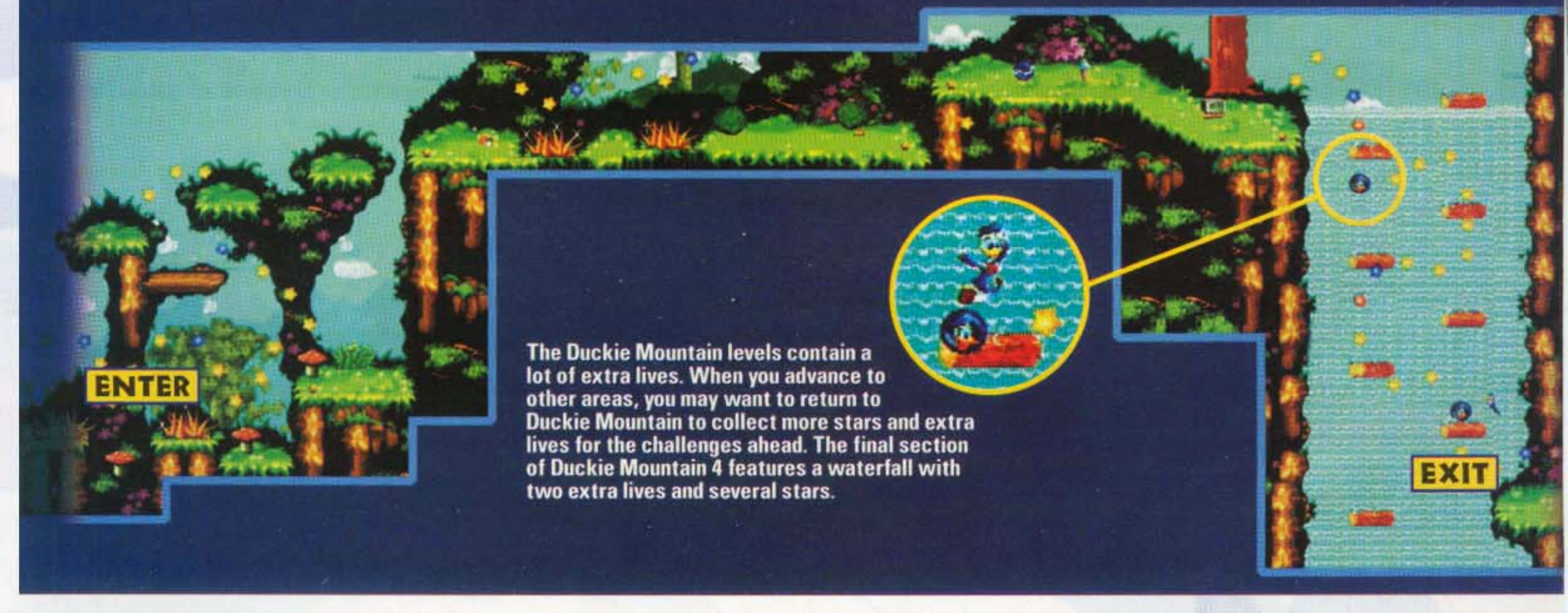


During your race with the bear in Duckie Mountain 3, you'll encounter a series of big spider-webs. If you hit a web, you'll bounce back into the arms of the bear. Press Down on the Control Pad to duck under each web and keep running.

CHECKPOINT PAUSE



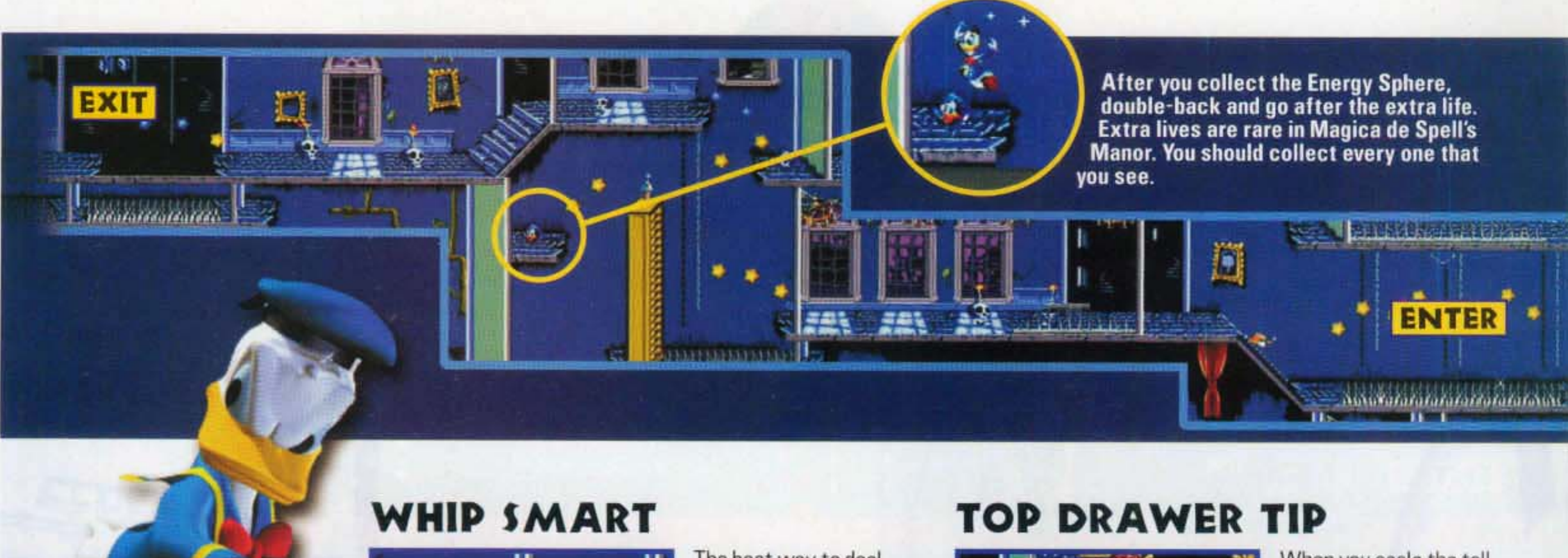
When you arrive at any Duckie Mountain 3 checkpoint, you'll be able to take a rest for a moment without having to worry about the bear. Take some time, collect the stars and move on. The bear will be back after you leave the checkpoint.



The Duckie Mountain levels contain a lot of extra lives. When you advance to other areas, you may want to return to Duckie Mountain to collect more stars and extra lives for the challenges ahead. The final section of Duckie Mountain 4 features a waterfall with two extra lives and several stars.

MAGICA DE SPELL'S MANOR

Magica de Spell commands a force of bouncing skulls, surly pumpkins and ghastly ghosts. The passages of the manor include falling chandeliers that leave lingering flames, and large spiked pits. Take note of the milkshake locations in the manor. If you don't need them immediately, you may want to find them again later for a quick boost of energy.



After you collect the Energy Sphere, double-back and go after the extra life. Extra lives are rare in Magica de Spell's Manor. You should collect every one that you see.

WHIP SMART



The best way to deal with the rocking chair whippers is to wait for them to turn their backs then chase them and hit them with a fist full of feathers.

TOP DRAWER TIP

When you scale the tall chests, the drawers will open and close quickly. You'll need good timing and strong command of the double jump technique to make your way to the top.



A floating ghost will chase you through Magica de Spell's Manor 3. To avoid contact with the ghost, you'll want to move quickly and not take very many detours. There is one detour at the end of the level worth taking. It includes a loop of stars and an extra life.

SECOND SPHERE SCURRY





When you go for the second energy Sphere in Magica de Spell's Manor 4, you'll find the timing to be very tight. Plan your route ahead of time and carry it out quickly. If you make a mistake, you'll have to go back to the book and give it another try.

MERLOCK'S CASTLE

Filled with traps and terror, Merlock's Castle is a very challenging place to navigate. After you survive one tough section, you'll quickly find yourself in yet another fix. If you run low on lives, you may want to return to an earlier level, such as Duckie Mountain. Collect as many extra lives as you can find, get a password and return to the castle with more chances.



Merlock's Castle opens with an incredibly tough passage. If the swinging pendulums don't get you, the pits of lava will. Study the map and prepare yourself for a challenge.

FLY OVER FIRE





When you encounter the rolling fireballs, you'll find that they are big and fast. The only way to avoid getting burned is to jump, then jump again in midair. That will give you enough air to clear them.

BE QUICK



When you collect the Magic Books of Merlock's Castle, you will have very little time to get the Energy Spheres—run!



The second Energy Sphere of Merlock's Castle 4 is particularly difficult to collect. Don't dawdle, Donald. Run, then hop up to the top of the stone wall, using the slabs as platforms.

MAGIC MELEE



Merlock surrounds himself with a ring of fire. Duck under him or jump over him as he moves around the room. He'll release the flames with a big gesture. Get out of the way, then jump up and hit him. Hit him again when he turns into a bat. Keep fighting!

MAD FUN

Donald Duck is a hero with a chip on his shoulder. Tough situations make him angry, and there are a lot of tough situations in his journey to save Daisy. You can help him out by collecting milkshakes, stars and extra lives. Get mad! Have fun!



Alex,
Wal-Mart
Customer



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The Golden Sun adventure continues as Isaac, Garet and company race a pair of ruthless villains to Sol Sanctum—the source of all Psynergy.

GOLDEN SUN®

EVERYONE E CONTENT RATED BY ESRB

GOLDEN SUN–PART II

This month's detailed Golden Sun walk-through takes you through Sol Sanctum, out of the safety of Vale and into the great wide world. Along the way, keep an eye peeled for powerful Djinni and hidden treasure. If you're struggling with Psynergy or the combat system, pick up NP Volume 150 for a brief overview of the Golden Sun basics.

SOL SANCTUM

Three years after the great storm that took the lives of many Vale residents—including Isaac's father and Jenna's entire family—something is amiss at Sol Sanctum, the sacred temple near the top of Mount Aleph. Make sure that you visit the weapon and armor shops in Vale's town plaza before setting out on the dangerous journey up the mountain.

1 Cravin' Kraden



You'll encounter Saturos and Menardi, the two villains, on your way to Kraden's house. Though they left you for dead the last time you met, you'll be granted free passage this time. Head west to Kraden's home and speak with him. He'll tell you a bit about Psynergy and ask you to accompany him on a trip to Sol Sanctum.



2 Monk-y Business



Sol Sanctum is guarded by a group of monk overseers. As you approach the path that leads up the mountain, a monk will spring from the shadows and turn you away. Wait for him to walk around the right-hand side of the small building at the top of the stairs, then slip past and continue on your way.

SOL SANCTUM MAP 1



3 Jewel Thieves



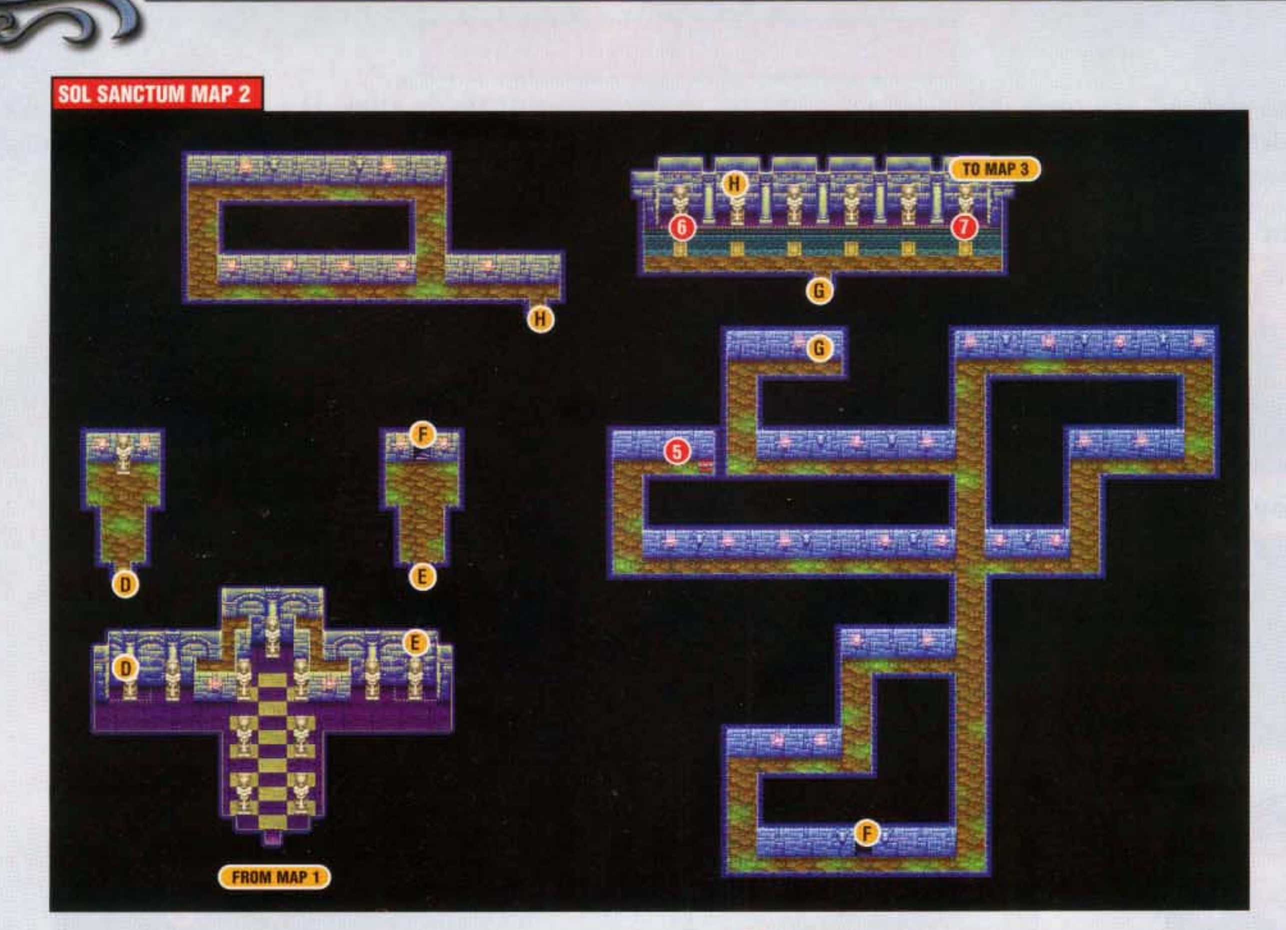
Enter Sol Sanctum, use the broken blocks to jump over the water, then walk down a long hallway—where you'll find a second body of water that diverges into three separate paths. Take the middle path and open a chest to find a Small Jewel.

4 The Eye Guy



The Small Jewel is really the eye of a minotaur statue. After getting the gem, retrun to the second body of water and take the right-hand path. Use the jewel on the minotaur to open a door in the far-left passage. Return to the water, take the left-hand fork and move on.

SOL SANCTUM MAP 2





5 Get a Gem



Move the right-hand statue in the room with numerous statues (marked with the letter E on the above map) and head upstairs. Walk northwest until you find a treasure chest with a second Small Jewel inside.

6 Place the Gem



Walk through door G and enter a room with six statues. Use the Move Psynergy to shift the far left-hand statue and reveal a minotaur head. Place the Small Jewel in the minotaur head to open another door.

7 Move It or Lose It



You heard the door open, but where is it? To find the new egress, use Move on the far right-hand statue. Multiple monsters will attack you in the temple, but if you stopped at the weapon and armor shops in Vale, they won't be a problem. Be sure to save often.

SOL SANCTUM MAP 3



11 Light-Headed



Go back downstairs, where the sun and moon rooms have switched locations. Walk left until you see a bright beam of light shining on the wall, then examine the wall at that point. A portal will open, granting you access to the inner depths of Sol Sanctum.

12 Be a Star

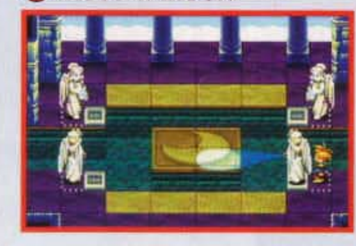


The portal drops you into a huge chamber where the four Elemental Stars reside. Collect three of the four stars, saving the one in the top left-hand corner for last. You'll be interrupted by a group of evildoers, so be prepared for a long cinema scene.

LEAVING HOME

Saturos and Menardi, along with Jenna's supposedly perished brother Felix and a man named Alex, have stolen three of the four Elemental Stars and kidnapped Jenna and Kraden. Unless Isaac and Garet can stop them, the evil ones will use the stars to destroy the world.

8 Move a Moon



The new passage way leads to two connected rooms with eight statues. Go upstairs and north until you find a pair of identical rooms. Move any statue in the room with a crescent moon on the floor to set the puzzle in motion.

9 Shift the Sun



After Kraden gives you a few words of warning, walk left to the room with a sun on the floor. Move the top two statues onto their bases, which will create a spotlight on the floor. Use Move to shift the middle statue into the spotlight.

10 More Moving



Return to the room with the moon and push all four statues toward the center of the room. Be stingy with your limited Psynergy! If you can move something with brawn instead of your mind, do so. Some statues, however, can be moved only with Psynergy.

SOL SANCTUM MAP 4



Good-Bye, Sweet Prince



Issac and Garet, after agreeing to recover the other Elemental Stars, must leave the safety of Vale and set out into the world. Speak to the townsfolk before you leave, and pay another trip to the various shops if you're low on supplies.



THE WORLD MAP

The overworld looks large and foreboding, but it's easy to navigate once you learn a few simple tricks. To zoom out from your current position and get the lay of the land, press the L Button. To bring up a map, press the R Button. Once you bring up the map, you can move the cursor to different landmarks by using the Control Pad.





IMPORTANT LOCATIONS

1. VALE TOWN
2. VAULT TOWN
3. LUNPA TOWN
4. GOMA CAVE
5. BILIBIN TOWN
6. BILIBIN BARRICADE
7. KOLIMA TOWN
8. KOLIMA FOREST
9. BILIBIN CAVE
10. IMIL TOWN
11. MERCURY LIGHTHOUSE

VAULT

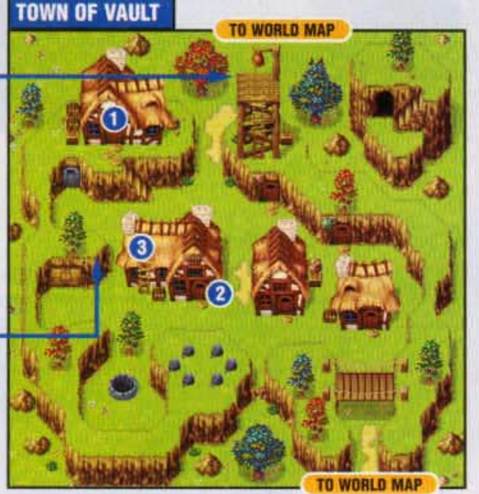
Join up with the Djinni at the entrance to Vale, then proceed southeast to the hamlet of Vault. There you'll encounter a new partner in your quest, as well as a gang of thieves who need to be taught a lesson in manners.



You can't catch the Djinni in the tree until you've learned Reveal.

Once Ivan joins your party, use Mindread on this fellow for a clue.

TOWN OF VAULT



1 Ivan the Terrific



A young boy named Ivan has been accused of stealing precious artifacts from the denizens of Vault. Speak to him, then ask him to join the party. Ivan is a Wind Mage, who can use the incredibly useful Psynergy, Mindread.



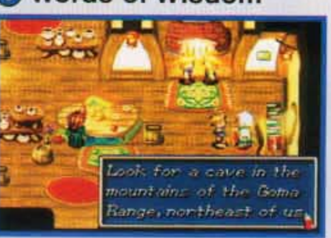
Head for the top floor of the inn with Ivan in tow and speak with the thieves. They will run away from you, so try to leave the room once they do. Ivan will come up with a clever idea and suggest that you try again. Trap a thief in the corner and let Ivan read his mind.

2 Battling a Burglar NP



Leave the thieves and climb the ladder in front of the inn. Enter the top floor, then get ready for a battle! You must fight three thieves at once, so make sure your Djinn are at either Set or Standby, depending on what type of attack you want to use.

3 Words of Wisdom



Trounce the thieves, then return to the mayor's house. The joyful leader will give you a Water of Life (which can be used to revive a fallen comrade) then send you to a cave in the northeast. You'll need to leave Ivan behind when you exit Vault—but he'll meet you at the entrance to Goma Cave.

GOMA CAVE

A number of frightening monsters, such as Ghosts, Zombies and Skeletons, prowl the dark halls of Goma Cave. If you have trouble defeating them, return to Vault and upgrade your weapons and armor.

GOMA CAVE MAP 1

1 Medal Me



Go through passageway C, then use Move to push the stump. Jump to the platform with the stump, then jump south. Move the stump left, then jump up and over to the chest for a Lucky Medal. Hang onto it, even though its use won't be apparent for some time.

2 Walk on the Ocean



After opening the chest, jump back to the main platform and walk down until you see a second stump. Use Move to pull that stump off its perch and send it crashing to the floor below. The fallen stump will create a step that you can use to access a new area of the cave.

3 Join with a Djinni



A Mars Djinni is waiting for you near passageway E, but you'll need to move a stump before you can reach it. Once you touch the Djinni, it will challenge you to a fight. If you win, it will join you. Try to knock it out as quickly as possible, or it might turn tail and run away.

GOMA CAVE MAP 2





A Djinni waits on the far platform. Jump over with the help of a stump.



Move the stump between the platforms before getting the Djinni.

GOMA CAVE MAP 3





BILIBIN

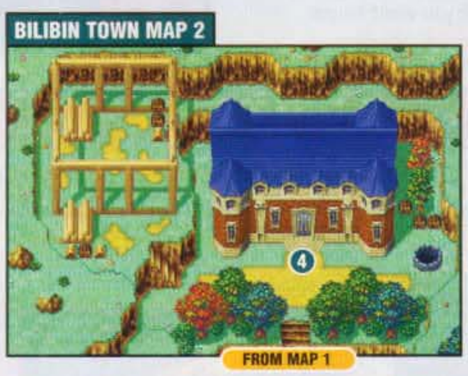
BILIBIN TOWN MAP 1

TO BILIBIN MAP 2

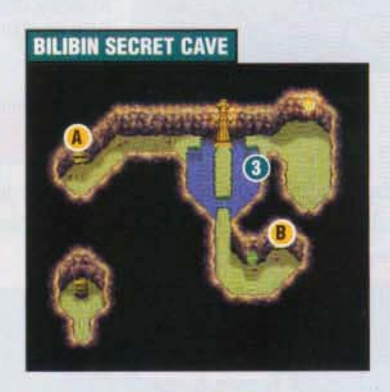
START

Bilibin's mayor promised to build a new palace for his vain wife, but he chopped down a holy tree in the process. A curse has settled on the lumberjacks of Kolima, which means nothing can get built. Solve the marital strife by undoing the curse.

BILIBIN TOWN MAP 2



BILIBIN SECRET CAVE



❶ Tremendous



The entrance to Bilibin is guarded by a seemingly innocent tree. If you Mindread the tree, however, you'll learn that it's actually a human being who has been transformed by the curse.

❷ Blow, Winds, Blow

Climb the steps on the east side of town, then walk along the log fence that surrounds the town until you reach a patch of leaves. Use Ivan's Whirlwind to blow the leaves away and reveal a secret cave.

❸ A Djinni for Me



Enter the cave, then use Move on the large statue of the mayor's wife. Jump across the gap and join up with the awaiting Djinni. It's a Jupiter, or Wind, Djinni—perfect for Ivan.

❹ Electioneering



Walk north to the palace and speak with the mayor. He will agree to let you attempt to break the curse, then change his mind and renege on the offer. Ignore his waffling, leave town and head for Kolima—where all the trouble started.

KOLIMA

Kolima was once a bustling town of lumberjacks, but an eerie quiet has descended over the area. (Since all the residents have been turned into trees, the solitude is understandable.) Grab a Djinni, then head for Kolima Forest.

Bust the Barricade



Use Move to open the Bilibin barricade and squeeze through. On your third trip through the barricade, you'll see a tree in the water. Use Move to bring the tree to land so it doesn't get washed away. Once you remove the curse, the former tree will reward you with a special gift.

❶ Um . . . Hello?



No one is home in Kolima, and you can't even buy weapons or armor. You can, however, use Mindread to see what the former villagers think about their current situation.

Walk behind this stump, then move down. You'll find a door that leads to a Djinni.

KOLIMA TOWN



KOLIMA FOREST

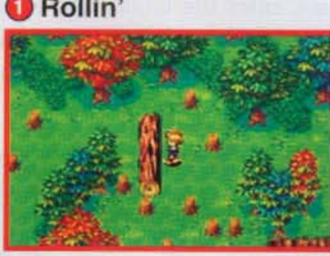
Kolima Forest is a confusing maze of water and woods, but we've diagramed the entire area in the maps below. Make sure that you have healing Psynergy at the ready, as some monsters are quite strong.

KOLIMA FOREST MAP 1



KOLIMA FOREST MAP 2

❶ Rollin'



You'll need to push logs out of the way to pass through Kolima Forest's dark interior. To move a log, approach it from an open side and press in the direction you want it to roll. A log cannot roll over an obstacle, such as a tree stump.

KOLIMA FOREST MAP 3



❷ Get Pushy



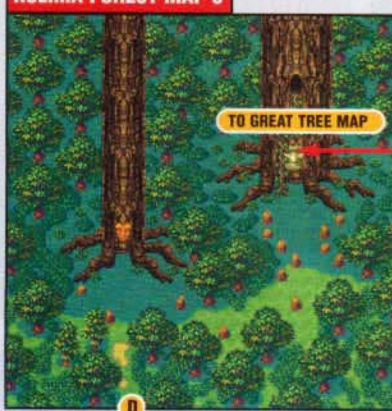


Some puzzles require you to push fallen trees multiple times. In the above puzzle, you must push them in the following order: right, top, right, bottom, top and right. The right-hand log will fall in the water and become a bridge if done correctly.

KOLIMA FOREST MAP 4

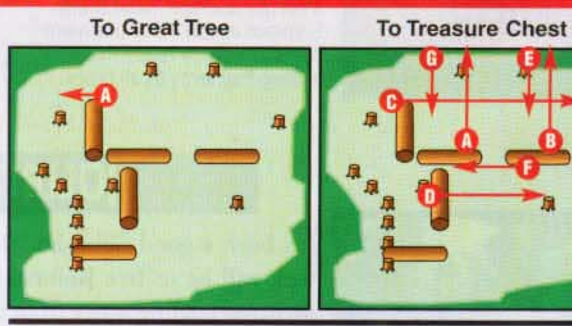
❸ Exit to Great Tree ❹ Treasure Chest

KOLIMA FOREST MAP 5



The Great Tree can be healed only by water from the Mercury Lighthouse.

LOG ROLLING PUZZLE



Go to the bottom of the screen and flip the switch to drain the water. Move the logs, then flip the switch again to make the water rise. You must move many logs to reach the chest. The chest contains a Fur Coat—a nifty piece of armor that resists Water attacks.

THE GREAT TREE

The Great Tree of Kolima Forest became withdrawn and evil after the explosion at Mount Aleph—which is one reason he started turning people into trees. To save the good citizens of Kolima, you must enter the Great Tree and destroy the evil force that resides within his oaken heart. Be sure to search the entire tree for hidden items and a Jupiter Djinni.

INSIDE TREE MAP 1



INSIDE TREE MAP 2







Webs with leaves will support you for only a single jump. After that, they'll break and send you crashing to the ground.

GREAT TREE MAP

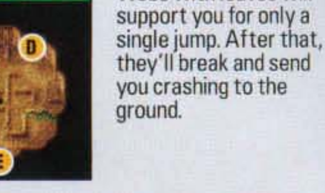


INSIDE TREE MAP 3



INSIDE TREE MAP 4



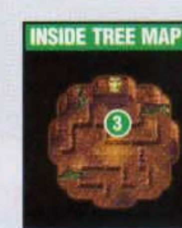


Grab the Psynergy Stone to replenish your energy.

INSIDE TREE MAP 5



INSIDE TREE MAP 6



① Ring-a-Ding-Ding



Use passageway C to enter the room with three spiderwebs. Jump to the treasure chest by using the leaves caught in the webs. The chest contains a Healing Ring that restores 70 HP when used.

② Jump Around



Once you exit passageway F, jump to the leaf in the middle of the room. Leap off the leaf, then jump back onto it. The leaf will break and send you plummeting to the Great Tree's basement, where a fierce battle awaits.

③ The Bad Seed



You'll encounter an evil force in the basement of the great tree. Place all your Djinn on Set, then call them into battle one by one. Once you've used all the Djinn of a certain element, have them Summon an ally. Keep one member of the party ready to use healing Psynergy at all times.

Wheeeee!



Escaping from Kolima Woods can be a tricky proposition. Look for an indent in the cliff face that resembles a slide. Press Down when standing over the indent to slip down the slope. Obscure slides such as this are all over, and they often lead to a treasure chest or other goodie.

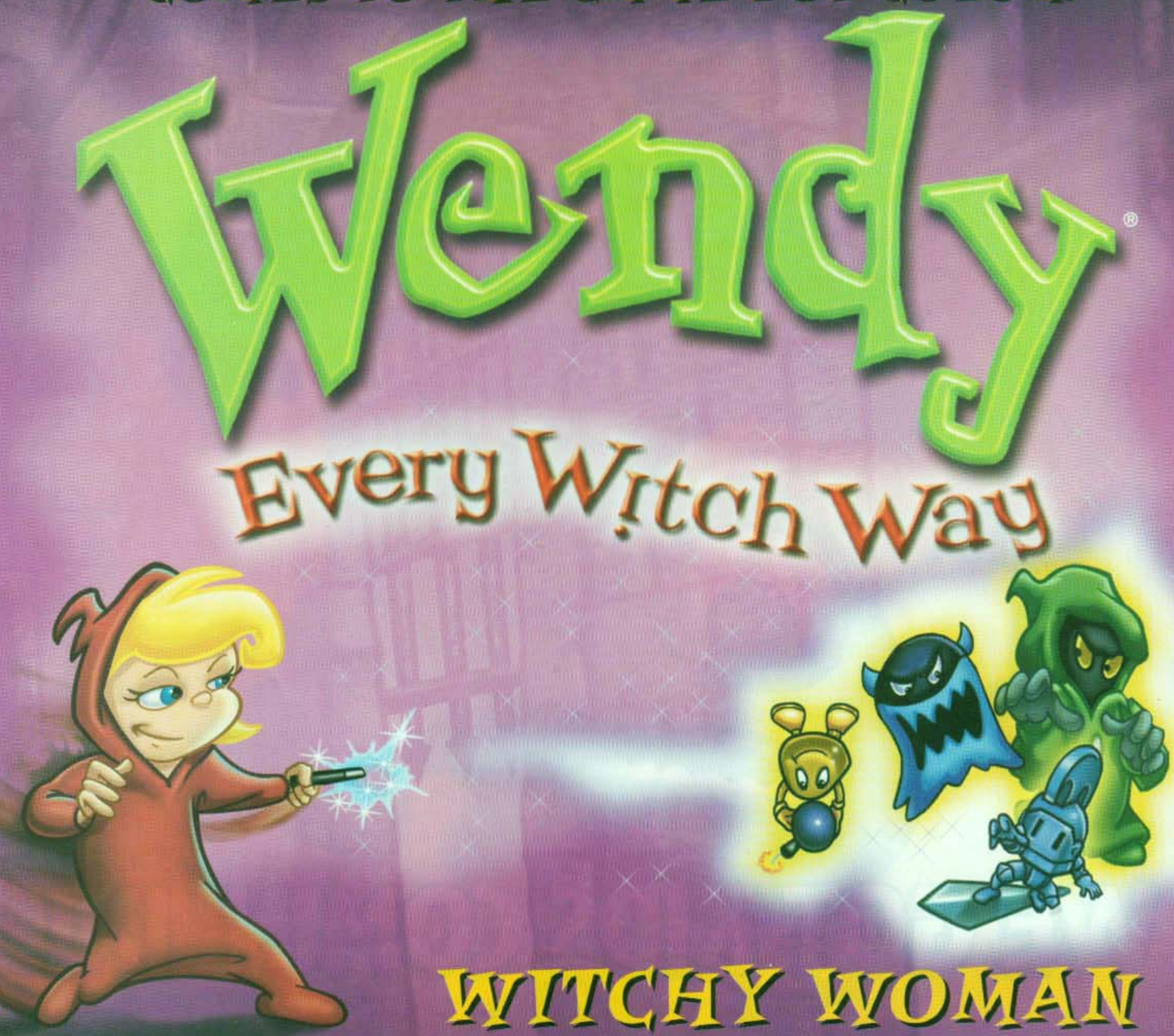
JOURNEY ON



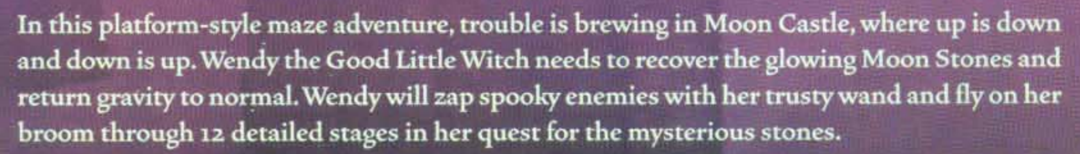
It's been a good fight, but there's still a long way to go. Your next task will be to free Kolima's people from the curse, which means securing healing water from the Mercury Lighthouse. If you're hungry for more Golden Sun info, check out the new NP Advance and keep an eye on the pages of Nintendo Power. We've got an "epic" Golden Sun surprise coming your way in the January issue.



SHE'S SMART, SASSY, CUTE . . . AND SHE'S A WITCH! CASPER'S PAL WENDY COMES TO THE GAME BOY COLOR.



EVERYONE
E
CONTENT RATED BY
ESRB



WITCHY WOMAN

In this platform-style maze adventure, trouble is brewing in Moon Castle, where up is down and down is up. Wendy the Good Little Witch needs to recover the glowing Moon Stones and return gravity to normal. Wendy will zap spooky enemies with her trusty wand and fly on her broom through 12 detailed stages in her quest for the mysterious stones.

PICK YOUR POISON

Select Normal or Hard Difficulty at the beginning of the game. The enemies are tougher and Wendy will take more damage on the Hard Difficulty level.

PASSWORD POTION

A password is given at the end of each level completed. Enter your password by using the A Button to cycle among the six different characters.

WENDY ADVANCED

The special "?" world can be played only on Game Boy Advance. Complete all three stages for a special reward code that unlocks full firepower.

WITCHCRAFT 101

After Moon Castle comes crashing to the ground, gravity goes haywire. It's up to Wendy, armed with her magic wand and her power of gravity reversal, to collect the glowing Moon Stones and set things right. The good witch will confront a plethora of perils as she explores the four large worlds of the castle, zapping spooky enemies with her wand and dodging the objects that fall to the ground or float to the ceiling.

WITCH WAY IS UP? NP

The floor or the ceiling—it's all the same to Wendy. As you go through the areas, you'll find it necessary to jump from the top to the bottom of the castle and back again. You can jump up (or down) only through the red-and-yellow platforms.



STAR OF THE SHOW

As Wendy collects stars, the blasts from her trusty wand become progressively more powerful. The star meter at the bottom of the screen displays the current power of her wand. As Wendy takes damage, the star level decreases.



WIELDING A WICKED WAND

Unleash a wand blast by pressing the B Button and jump with the A Button. Collect the stars that are scattered throughout the game to increase the effectiveness of the wand attack. Hold Down on the Control Pad to make Wendy duck.



GRAVITY GAMES

The most important move in the game is the mid-air gravity flip. Jump into the air with the A Button, then hold the Control Pad in the direction of your jump and tap the A Button a second time to go from top to bottom (or vice versa).



CREATURE FEATURES

The array of monsters Wendy will encounter throughout Moon Castle is quite large, but the enemies all have weaknesses that can be exploited. Keep her wand powered up for the most effective attack. There are also obstacles and objects that may help or hinder Wendy in her quest for the Moon Stones.

BUSHWHACKERS

Hiding in the bushes and attacking from a distance are their specialties. Use gravity to your advantage and draw them out of hiding. When they're out in the open, the bushwhackers are vulnerable to Wendy's wand attack.



GHOST CLOUDS

Haunting the hallways of Moon Castle are ghostly apparitions. Although Casper and Spooky are Wendy's friends, she has no use for the supernatural slimeballs. Blast them with your wand when they get within range.



SHIELD GUYS

Shield guys can easily block Wendy's attacks, but a quick gravity flip will leave them stunned. Take advantage of their confusion and unleash a wand blast when you get the chance. Because they have a hard exterior, they can take several hits before they're defeated.



FLOATING MINES

The colored mines may float to the floor or drop to the ceiling, depending on the current gravity direction. Wendy will have to time her movements to get past the crushing obstacles.



ELEVATORS

Blue blocks move slowly up and down the screen when gravity is reversed. In some areas, you may need to do a gravity flip to get them out of your way. To get to the upper corridors, do a gravity flip then ride down (or up, depending on your point of view) at your leisure.

ANTIGRAV FANS

Every few seconds, the fans in the later worlds switch the gravity unexpectedly from up to down to up again, making navigation quite difficult. You can quickly use Wendy's own gravity-flip move to counter their effects.





WORLD 1 - THE HALL

Upon entering Moon Castle, Wendy quickly finds that the place is literally crawling with enemies. Luckily, she has her trusty wand handy, and by collecting stars, she can make her weapon even more powerful. Wendy sets off down the halls of the castle, determined to recover the Moon Stones and restore the laws of gravity.



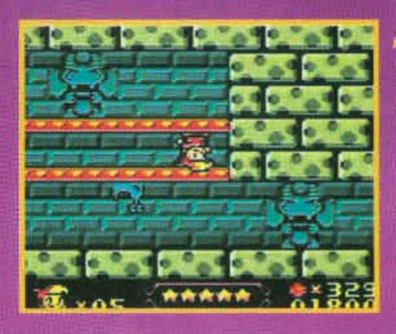
SLITHERING SLUGLY

These slugs are found throughout Moon Castle, on the ceilings as well as the floors. They are immune to your gravity-flip move, so you'll have to hop across and zap them. Most of the time, it's best just to ignore the slugly and move on.



FALLING UPWARD

Wendy never takes damage from a fall, regardless of the distance. Use the gravity flip move to get to high ledges that are too far to jump. Beware of landing in a spike trap or a nest of enemy creatures.



JUMPING DOWNWARD

Wendy can jump only up (or down) through the red-and-yellow platforms—she cannot drop through them. To get past the area, do a gravity flip to turn upside down, then jump down through the platforms to the bottom of the screen.



ARMORED ANTAGONIST

A shield guy is adept at deflecting your wand attacks, but a knock on the noggin will disorient anyone. Instead of attacking directly, do a quick gravity flip and then finish him off while he's still dazed and confused.



SPIKE TRAP TROUBLE

In World 1-3, Wendy will first encounter the spiked floors and ceilings that appear throughout the castle. To avoid damage, either jump across the deadly protrusions or gravity-flip to the other side and cross in safety.



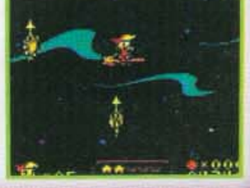
UPSIDE-DOWN WORLD

After just a few levels, you will find it as natural to walk on the ceiling as the floor. Some of the mazes in the later stages are rather tricky, and it will take some clever flipping and jumping to get through them.

BROOMSTICK BONUS

The bonus stages are reminiscent of an outer-space shoot-em-up like Gradius or R-Type. Steer Wendy to the right on her broomstick as the screen scrolls automatically. Collect stars to upgrade her wand attack, and dodge or blast the enemies as they appear. There is a bonus stage at the end of every world.





WORLD 2 - THE GARDEN

Wendy discovers some tougher challenges as she works her way through the garden of Moon Castle. In addition to the spikes and slugs, she has to contend with puddles of acid and spear-toting bushwhackers. The little witch will need to sharpen her skills to get through this world and into the next.



GREAT BALLS OF FIRE

Bouncing acid balls move unpredictably as you approach, making it difficult to anticipate their movements. One direct wand hit will defeat them, however, so fire away from the other side of the screen.



BOMB-TOSSING BADDIES

The bomb-toting tough guys copy your movements—if Wendy goes up, they go down (and vice versa). As you pass by one of them, it will toss a bomb that's sure to cause trouble if you don't get out of range quickly.



BRING ME A SHRUBBERY

In World 1-2, Wendy will have her first encounter with a bushwhacker. The coward hides in the bushes, invulnerable to your wand blasts, and attacks with his spear. Do a quick gravity flip to draw him out of his shrub, then blast him before he can hide again.



ELEVATOR ANTICS

In the garden world, Wendy can use the blue elevator blocks to get past some of the perilous spike-filled passageways. After a gravity flip, hop carefully across the slow-moving blocks to safety. In the later worlds, using the elevators can be a little more tricky.



WORLD 3 - THE DUNGEON

Wendy continues her search, descending into the dungeon of Moon Castle and encountering more treacherous creatures and twisting corridors. The narrow hallways are filled with spike traps and fast-moving enemies, so quick maneuvers and accurate jumps are necessary to complete the maze.



SKELETONS IN THE CLOSET

Searching skeletons are some of the first enemies Wendy will encounter upon reaching the dungeon. They are slow moving and not very dangerous. One quick wand blast should be all that's needed to clear them out of your way.



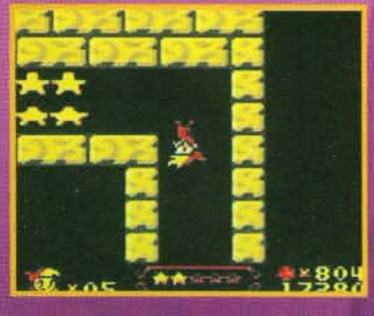
BOB AND WEAVE

If there's not enough room to jump, you might have to alternate between floor and ceiling to navigate the narrow corridor, avoiding the spike traps. Be alert for charging enemies that might take you by surprise.



JUMPING JACK FLASH

With spikes along the top and bottom of many corridors, there's no room for error. Careful jumps across the platforms will be rewarded with stars. Use the midair gravity flip when necessary to drop or float to safety on the other side of the screen.



STAR LIGHT, STAR BRIGHT

There are many corridors off the beaten path where Wendy can find a veritable treasure trove of stars. In the dungeon level, you'll have to learn to make long, high jumps, sometimes switching gravity in midair, to get through areas like the one shown to the left.



MENACING MINES

The red bomb will try to drop on top of you, while the blue bombs will attempt to float up from below. When falling from a distance, the red bombs will bounce high enough to let you dart underneath. Plan your moves accordingly to get past the spiked bombs.





WORLD 4 - THE TOWER

Finally Wendy climbs through the tower that leads to the last Moon Stone and the final battle. The tower stages feature some of the most difficult mazes and enemies yet, with plenty of abrupt gravity shifts, perplexing mazes, deadly spike-filled corridors and fast-moving monsters.



FLIP-FLOPPING FANS

The entire tower level is home to antigravity fans that switch from up to down and down to up every few seconds, making the corridors near to the fans very difficult to navigate. Anticipate the change in direction and do a gravity flip to keep your balance.



STEPPING-STONES

To avoid the spiked floor and ceiling, Wendy will have to make her way across the moving blue elevator blocks with hardly any margin for error. Use the gravity flip to move them to the middle of the room, then hop quickly across as they sink slowly down.



UP THE DOWN STAIRCASE

A confusing maze of passageways near the start of Level 4-2 can net you several stars, but you'll have trouble finding your way out. Start at the left side and work your way through to find the exit in the lower right.



FALLING DOWN THE WELL

At the end of Level 4-3, there's nowhere to go but down. Take the leap of faith into the vertical shaft to collect the final Moon Stone. Grab a few stars on the way down and prepare for the final confrontation.

THE DRAGON BOSS

After recovering all four of the elusive Moon Stones, Wendy faces the evil warlock of Moon Castle in a battle of magical Moon Stone missiles. Use the power of your wand to defeat the dragon and restore the laws of gravity.



THE FINAL CORRIDOR

Another side-scrolling stage precedes the boss. Collect as many stars as you can to power up your wand, because you'll certainly need them! After completing the flying stage, Wendy will come up against the final enemy in the game.



COUGH UP A HAIR BALL

A dragonlike enemy fires Moon Stone missiles at Wendy as she floats on her broom. Avoid the light rocks and zap the dark rocks while they're still in his mouth to stun him. While he's dazed, get him in your sights and fire away!



GAME BOY ADVANCE SPECIAL WORLD



The challenging Advance World level is a semitransparent castle floating in space. The castle stones fade in and out as you move, making navigation especially difficult. Complete the world to be rewarded with a special password.

GET ON YOUR BROOMSTICK

Wendy the Good Little Witch has been a Harvey Comics character for decades, and her colorful debut on the Game Boy Color is quite welcome. With an appealing female character, the unique gravity-reversal game play feature, animated colorful enemies and large challenging levels, Wendy: Every Witch Way delivers. Up, up and away!

SUPER POWER SUPPLIES BLOWOUT!

Front left chest

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Game Boy a-Go-Go

Gear up with our grab bag of groovy Game Boy games!

This Month

- Jackie Chan Adventures: Legend of the Dark Hand
- Alienators: Evolution Continues
- Monster Rancher Advance
- Spyro: Season of Ice
- Cubix Robots for Everyone: Race 'n Robots
- MegaMan Xtreme 2
- Harvest Moon 3
- Magi Nation: Keepers Quest

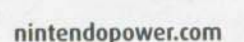


Kicking Things Off

Who better to kick-start this month's Game Boy a-Go-Go than the Hollywood kung fu master himself, Jackie Chan? Based on the animated series "Jackie Chan Adventures," Activision's a fighting game includes a large cast of characters and a multitude of 3-D lands. The plot revolves around eight ancient scrolls that contain magical kung fu secrets. Jackie must travel far and wide to retrieve the scrolls before they wind up in the wrong hands, all while keeping his eager niece Jade out of trouble.







LEARNING THE ART

Before venturing out onto the mean city streets, you'll want to spend some time in the training room, where a robotic punching bag will chase you around the mat. Be sure to practice jump kicks, forward rolls and rapid-fire combo attacks.





PRACTICE, PRACTICE

After battling past the relatively easy first level, Jackie must go through another round of training to prepare for upcoming challenges. The padded robots are back, but this time the schooling takes place atop a high platform.



Depth Perception

The 3-D landscapes allow Jackie to leap from the front of the screen to the back, while jumping onto vehicles or flying across rooftops. Gauging the depth of the screen can be a difficult task, though. Practice fighting from high stories without falling.



Weaponry

After you've mastered the basic martial-arts maneuvers, try arming yourself with objects. Jackie won't be able to defeat swarms of enemies without the occasional help of a stray shovel or nearby chair. Be forewarned—it takes experience to wield weapons.

THE JOURNEY

Jackie will travel from familiar city streets to mysterious temples to moving trains to the exotic land of Bermuda, battling tons of evildoers along the way. Be sure to search each level high and low to find weapons and energy.



Stacked Odds

Similarly to classic side-scrolling fighters like Double Dragon and Final Fight, you won't be able to move more than a few feet without facing a swarm of opponents who must be defeated before you can advance. One-on-one showdowns are rare.

Retrieving the Scrolls



Your main objective, besides kicking as much posterior as possible, is to collect the eight ancient scrolls before the members of the evil Dark Hand group get to them. Each scroll contains special kung fu secrets that give the reader powerful attack maneuvers.

THE REAL JACKIE

A Jackie Chan fight scene isn't complete without the swift use of random objects that are within reaching distance. An unexpected garbage-can lid to the face or a broomstick in the back can serve as a quick way to eliminate an opponent.

Armed and Dangerous





Jackie can make use of anything, including sticks, boxes and shovels. Kick objects on the ground to yourself and turn them against your attackers. Try knocking opponents' weapons out of their hands.

Body Slam





As an assailant approaches, grab him, lift him high off the ground, and hurl him toward another opponent. If executed properly, the move will inflict damage on two or more enemies at once.

Array of Attacks

You'll find that Jackie can do just about anything, including jump-kick, cartwheel, somersault and flurry-punch. Each circumstance calls for its own approach, and only practice and familiarity with the moves will lead you to success.



Big Bad Bosses

The foot soldier force of the Dark Hand is only one of the obstacles Jackie will encounter on his adventure—menacing bosses await at the end of most levels. Be sure to use powerful weapons, such as cannonballs, to defeat the ominous bosses.



PAGING DR. KANE

A meteor carrying an extraterrestrial organism has landed in the Arizona desert, and it's spreading deadly creatures across the landscape. A biologist named Dr. Ira Kane is called upon to eliminate the invading species and save the world. Yet another animation-inspired side-scroller by Activision, Alienators: Evolution Continues is more traditional than its Jackie Chan counterpart but also moves at a faster pace. A ton of intense action, smooth animations and colorful scenery make this game a GBA title worthy of anyone's collection.





COLLECTIBLES

Kane won't get very far against the plethora of space creatures without gathering vital materials throughout his journey. Leap onto every platform, crawl through every crevice and climb every ladder to uncover all the available items.



Stayin' Alive

All the acrobatics, constant shooting and alien attacks will take a toll on your health. Keep an eye out for large red plus signs, especially when your energy meter slips into the red zone. The world is counting on you to stay alive!



Shoot to Kill

The large number of enemies requires a quick trigger finger and plenty of firepower. Load up on bullets whenever you can. Grenades can help in a tight situation, blasting any creatures in the near vicinity, but you can carry only 15 at once.



The Password Is . . .

On each level, you're required to gain entrance to a room or activate a mechanism by finding a pass card. Cards are usually located in hard-to-reach places, such as rooftops. Colored squares on the top of the screen track which cards you've obtained.

Walk This Way



Some doorways provide access to secret rooms, many of which contain pass cards. After entering a room, you'll be faced with more obstacles and enemies. Don't lose track of the exit, because you'll need to return with the pass card to achieve your objective.

Mission Possible



You'll be briefed on your objectives before each level by your partner, Harry Block. At the start of the game, you'll be asked to gain entrance to the lab and turn on the emergency power generator. You can review the objectives at any time by accessing the Pause screen.

FLEXIBILITY

Dr. Kane apparently does some serious stretching exercises in his spare time, because he has the flexibility of a ballerina. He can fire his weapon at all angles, even while hanging from a beam or ladder, and he can leap several stories high.



Crouching Doctor, Hidden Alien

Small space-critters will squirm across the ground, forcing you to kneel before firing. It'll take a little work to get used to the controls, because you must stand up before trying to move forward. You can crouch-walk through narrow tunnels.



Getting the Right Angle

Enemies will soar overhead and lurch below, forcing you to shoot at a variety of angles. Kane can fire in six different directions, including 45-, 90- and 180-degree angles. Always shoot aliens out of the sky to prevent them from diving downward.



Hide-and-Seek

Lunging creatures await behind every entrance, leaving you with little time to react. Wait behind closed doors, on your knee, weapon in hand. As soon as the door opens, blast oncoming assailants. Some doors won't open until you inch closer.



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CREATING A MONSTER

When somebody claims to have created a monster, it's usually a bad sign unless it's in reference to the popular Monster Rancher series from Tecmo. The trendy pet-nurturing formula has been done on just about every recent console system, so it's no surprise that Monster Rancher is making an appearance on the GBA. Playing the role of an expert monster breeder, you must help revitalize a run-down ranch on Age Island. Your job is to save the island by creating, teaching and fostering a farm full of unique creatures.





NEW FAMILY MEMBER

The first task is to head into town and generate a monster. As in past Monster Rancher games, a random creature will be generated based on the alphanumeric characters you select. You can then freeze your monster at the studio.



One of a Kind

Each monster has its own unique identity. Some are cute and cuddly, some are big and strong, and some are odd with special skills. No matter how clumsy or goofy-looking your monster is, you must learn to love it and raise it well.

BACK TO SCHOOL

The most important part of your monster's growth is its training. Without skills, it won't be ranked high enough to enter tournaments, and without tournaments, you won't make any money. Needless to say, without money you can't buy food.

A Healthy Diet



Like any creature, your monster enjoys certain foods more than others. When you go shopping, consider your monster's likes and dislikes. The tastier the meal, the happier your pet will be. Of course, nutritional value remains important, so search for wholesome products.

Focused Training





Examine your monster's skill set and focus on its weaknesses, but don't forget to invoke a well-rounded training regimen. A balanced fighter will always have a better chance.

Qualified Coaches





Each trainer specializes in a different skill, and some provide workouts that improve more than one ability. Be sure to use all the trainers and vary your monster's exercises.

MONSTER MASH

You'll have to wait an entire year before you'll be able to enter the annual D-level tournament. Once your monster achieves a higher ranking, you'll be able to enter battles more frequently. By winning tournaments, you'll earn cash for your ranch.

Gaining a Reputation





You can coach during the battle or sit back and watch your monster fight on its own. The more you win, the more popular your pet will become and the more money you will have.

PRETTY IN PURPLE

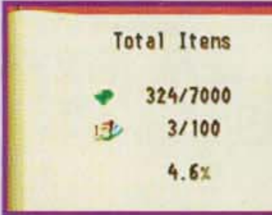
Easily the best-looking game of this month's Game Boy a-Go-Go collection, Spyro: Season of Ice is a slick third-person platform game published by Universal Interactive Studios and developed by Digital Eclipse. Similar to Digital Eclipse's other GBA titles, such as Rayman and X-Men, Spyro is graphically impressive, with its vibrant colors and detailed animation. The adventure begins at Dragon Shores, where Spyro is trying to enjoy a break. His vacation is disrupted by the Rhynocs, who have overtaken the Fairy Worlds.





ATLAS

Keep tabs on your progress by checking the atlas, which records how many items you've collected and how many fairies you've rescued. You shouldn't exit a level until you've saved all the fairies that are trapped in that particular area.





Free Fairies and Access Portals



The Rhynocs have stolen the sorcerer's spell book and have used it against the fairies. Free the fairies by melting the blue crystals that trap them. After you release a fairy, she will offer advice or information. Note that some of the crystals contain extra lives.



Fairies know the secrets to opening portals to other lands. Therefore, you must liberate a certain number of fairies before you can enter the various gateways. Remember to check the atlas and keep tabs on how many fairies you've rescued, because they're trapped everywhere.

LENDING A HAND

The Rhynocs are causing trouble in every corner, ruining crops in the lava prairie, frightening mermaids by the sea and destroying anything they cross. As you travel from coast to coast, villagers from all areas will request your help.

Lava Prairie

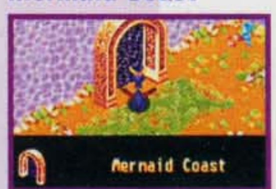


Take a stroll around the fairies' home and practice jumping, floating and ramming before venturing to another level. After collecting a few diamonds and saving a couple of fairies, locate the Lava Prairie portal to the east.



The Rhynocs have rampaged the fertile soil in the Lava Prairie, and the inhabitants need your help in clearing a path for the farmers. In addition, you must track down six captured fairies. Watch for enemies launching boulders.

Mermaid Coast



Follow your mentor's instructions in the Fairy Home. Glide across the valley and toward the upper hill, collecting diamonds and rescuing fairies along the way. Keep in mind that your game gets saved every time you enter a portal.



Not surprisingly, the Rhynocs have created havoc in the mermaids' world as well, leaving their surroundings in shambles. Scour the area and search for enemies, and be prepared to breathe fire on any suspicious-looking creatures.



The mermaids can't see their way back to the shore without the assistance of the numerous lighthouses along the coast. Unfortunately, the Rhynocs have left the mermaids in the dark. Use your breath to relight the shoreline.



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PUT THE "iX" IN GRAND PRIX

In the future according to Cubix, life exists under a bubble, computer chips are replaced by Emotion Processing Units, and robots are well-accepted members of society. To entertain the masses, robots compete in high-speed road chases, although there's a lot more at stake than a gold cup. Race 'n Robots pits good against evil, as you race Cubix and friends against Dr. K's vile machine. Cubix and his mechanical buds, known for names ending in "ix," are based on a popular WB series, joining the swarm of other TV-turned-video-game characters.





EYE ON THE ROAD

As you speed over city streets, industrial roads and seaside highways, you must always anticipate the obstacles and road signs up ahead. Pickups can be helpful or harmful, and painted arrows will assist you in making the right turn.

Power Burst



Blue pellets of various sizes will increase your maximum speed and possibly give you the extra push you need to win the race. Large blue bubbles serve as first-aid kits, repairing any damage that your robot has sustained. Don't go out of your way to acquire speed bursts unless you're far behind.

Engine Damage



Avoid red bubbles at all cost. They will clog your engine and slow you down considerably for several seconds. Typically, the dangerous bubbles are hidden around sharp corners. If you happen to hit one, don't let off the gas—keep moving forward. Try knocking opponents into the hazardous obstacles.

A Kolossal Challenge

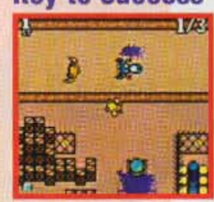


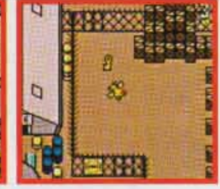
Dr. K is a typically bitter, angst-ridden madman intent on destroying the world, and Cubix is constantly fending off his evil ways. Dr. K's supreme weapon of destruction is the robot Kolossal, who will challenge you to a duel as soon as you ace the first three tracks.

UNLOCKING EXTRAS

By defeating Kolossal, you will open three new tracks of a much higher level of difficulty. Collect keys in each race to unlock more tracks. In addition to extra tracks, the game includes locked characters and gallery photos.

Key to Success





You won't find keys near the main road. Take sharp detours into restricted areas, such as a neighbor's yard or warehouse parking lot, early in the race. Keys are worthless unless you win the race.

Supporting Cast





Cubix has plenty of pals. Dondon and Maximix appear at the start of the game, but you'll have to unlock others, such as Brutix, Hop2ix and Diagnostix—which means you'll have to find three keys and win the race.

Bonus Tracks





If you collect all the keys on every track, you'll earn three bonus tracks: Home Run, Chain Chase and Krazy Karts. They add plenty of replay value, especially after you master the first six courses.

Picture Perfect





You can unlock and view gallery images of the main characters after gathering all the hidden keys. If you don't write down the password after every race, you'll lose your unlocked tracks and characters.

RETURN OF A LIVING LEGEND

No, we're not talking about Michael Jordan. It's none other than Mega Man, who's been around just about as long as Jordan. Capcom's previous version of Mega Man Xtreme was hailed for its smooth game play and solid re-creation of the Super NES X series. It was criticized for breaking the run-and-gun tradition of Mega Man, though, adding hidden power-ups and extremely difficult bosses. The sequel isn't much different, which is both a blessing and a curse. But it's certain to please die-hard Mega Man fanatics and likely to create several more.





GAME BOY COLOR — MEGAMAN Xtreme 2 — CAPCOM

© 2001 Capcom Co., LTD.

SCENE CHANGE

The Mega Man series has always been known for its variety of modes, and Xtreme 2 follows the formula. Four stages are offered, but only two are available at the start. X and Zero fly solo in the first two and tag-team later in the game.

Ride Armor





Hop into the armor whenever you come across it. The suit will allow you to punch through barriers and deflect oncoming attacks. When you reach a small passageway, you'll have to leave the armor behind.

POWER UP

A plethora of power-ups are scattered throughout the game, including body parts, extra lives and energy tanks. You'll soon realize that you won't get far without uncovering hidden items. In particular, sub-tanks are crucial for survival.

Instant Bulk







Ten times better than a protein shake, power-up parts will immediately enhance your physique and supply an immense amount of extra strength. You'll be amazed by your ability to head-butt through a ceiling, karate-kick down a wall or deflect bullets with your chest.

ZEROING IN

Zero is a well-trained member of Hunter Unit 17, but his fighting style is quite different from his partner's. While Mega Man can shoot enemies from a distance, Zero must get close to opponents and slash them with his weapons.

Going for a Ride





Mega Man may get the big armored suit, but Zero can zip around in a speedy scooter, flying over large gaps and steamrolling enemies. Similarly to Mega Man's armor, you must use Zero's vehicle to advance.

Choose Your Weapon



You must defeat the bosses at the end of each stage to obtain special weapons. The newly acquired tools will play a key role in your success. Look for the right opportunity to use each weapon.

Sub-tanks





The controversial addition to Mega Man Xtreme is back. Some gamers complained that searching for sub-tanks slowed the pace of the game. You'll need the tanks to store energy for boss battles.

Extra Lives



With Dr. Wiley's challenging bosses waiting at the end of each stage, you'll need as many lives as you can get to survive the mission. Search every corner of every level to uncover extra lives.



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THRICE IN A HARVEST MOON

In an effective juxtaposition, we jump from the rapid-fire riot of Mega Man to the methodical strategy of another classic. Harvest Moon's popularity is growing faster than Jack's beanstalk, which is stunning for a game that is essentially a farming simulator. But as Moon fans have known for years, there's a soap-operalike addiction that comes with running your own ranch. You just never know how life will turn out from season to season. Most importantly, the latest GBC version of Harvest Moon includes the admired dating-and-marriage feature.





MANUAL LABOR

You'll start by choosing a boy or girl as the main character and giving him or her a name. After selecting a pet for your farmer, you'll be whisked away to the ranch. In no time, you'll be digging into the soil, getting your hands dirty.

Clearing the Fields




You won't be able to plant seeds until you've cleared the area and tilled the soil. Use the sickle to remove the weeds and the axe hammer to eradicate the stumps. Carry the rocks to the hot springs.

Tilling the Soil




Once you've cleared a patch, grab the hoe and create three-by-three squares of prepared soil. It's tedious and repetitive work, but someone has to do it and you're the lucky one with the responsibility.

Sowing the Seeds




You will start with three bags of seeds, but more are available in the storage barn to the south of the house. Plant the seeds in the freshly tilled soil and step back to admire your hard work.

Weed and Water




Your job is far from over. Now it's time to give your plants some tender loving care. Keep the weeds away and water the crops every day. Pick the produce once it matures at the end of the season.

PETTING ZOO

What's a farm without animals? You'll need to take a ferry to the mainland and purchase creatures for your empty stables. Remember that the ferry runs only on Monday and Thursday and the shops are open only during business hours.

Cheap Chickens




Not only are chickens the most affordable animals in the shop, they are among the most productive. Chickens will supply you with plenty of eggs, which can be sold back to the farmers' union.

Cash Cows





Cows are the most also valuable commodity in the animal world, but they come at a hefty price. You must also purchase enough fodder to maintain the cows, and it takes them a full season to start producing milk.

Happy Animals Are Productive Animals



Don't neglect your barnyard inhabitants—they're the ones that put food on your plate, both literally and figuratively. For example, let your hens soak in the sun, but don't forget to bring them in on rainy days. Keeping your animals happy will yield positive results.

USE YOUR MAGI-NATION

©2001 Interactive Imagination Corp.

The latest RPG for Game Boy Color comes from Interactive Imagination and centers around a young female apprentice named Salafy, who is training under the legendary Yaki to become a Magi Master. If you're thinking that the story is inspired by a certain galactic film series, you're probably right. But Magi Nation has its own flavor, featuring complex puzzles, more than 80 unique characters and sarcastic dialogue that will sometimes make you laugh and sometimes make you roll your eyes. All in all, it's an in-depth puzzle/adventure that will please RPG fans.

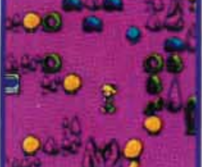




ONE WAY OUT

Before Salafy can be trusted to venture off on her own, she must undergo some intense training, testing both her mental and physical resolve. The first several stages involve four sets of mazes that Salafy must learn to navigate safely.

The Underground

The dark and gloomy underground tunnels will force Salafy to dodge speedy armadillo-like creatures as she searches for the exit. When controlling Salafy, you can run by pressing the B Button.

Cald




The lava-filled labyrinth of Cald requires quick feet and perfect timing. Immediately after you step on a series of buttons, a path will clear, and you must dash across before the obstacles return.

Naroon




Push the rocks in the correct sequence to create a path toward the exit. Teleporters must be used to jump from one area of the maze to the next. Rocks can be shoved into empty holes to clear the road.

Tools of the Trade





Salafy's first mission is to recover a diamond and five wand pieces. At this point, you can choose which item you want to search for first. If you select the diamond, you will be taken to a new area.

GATHERING GOSSIP

One of the crucial elements in any RPG is the collection of valuable information from reliable (and sometimes not-so-reliable) sources. Speak to as many characters as possible and remember that secrets can be found in unlikely places.

False Exit



One of the mazes in Naroon includes the first secret of the game. When you find the decoy exit in the southeast corner, you will be informed that a new road has been formed on the main land.

No Stone Unturned



Don't forget to search all the nooks and crannies of each level, or you may lose out on a hint that will help you through the game. After exiting a stage, be sure to return and check unexplored areas.

Thanks, but No Thanks




After exiting Cald, head west to the sole house and receive a reward for your efforts. The lady claims to be giving you a trophy, but it appears to be a worthless canister. Hey, it may come in handy.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES DECEMBER 2001

PIKMIN

Original fun isn't far away—it's in your own backyard.

Though Pikmin's game play revolves around cultivating crops of seedling soldiers and commanding them to fight and carry out tasks, Shigeru Miyamoto's latest innovation is hardly a garden-variety strategy game. Pikmin deserves to cultivate a following from fans of all genres because the game blooms with unexpected and unrelenting action. While other real-time strategy games let you sit back and guide your troops across point-and-click maps, Pikmin puts you in the thick of the chaos by sending you to the trenches and plopping you into a 3-D wonderland illustrated with breathtaking, photo-realistic springtime scenery.

As a shipwrecked spaceman, you order your Pikmin to bomb walls, raze gates and build bridges so you can blaze trails to your 30 scattered rocket parts. Different colors of Pikmin possess different abilities, so you must recruit the right combination of colors to recover parts placed in puzzling locations. Along the way, you must battle enemies by tossing Pikmin at them while also steering your troops clear of the beasts' hungry jaws. The intuitive control scheme nicely accommodates the split-second moves you must make, and you'll desperately want your Pikmin to survive. Sure, you can scrape up seeds to raise hundreds of backup Pikmin to put in reserve (the basis for Challenge Mode's replayable breeding bonanza), but the 100 Pikmin you can lead across the land never seem expendable like the troops in other command-and-conquer-style games. The Pikmin in your troop behave like individuals, and you'll care about them. And that's always been Mr. Miyamoto's trademark—innovative fun that's always compelling.

COMMENTS: George—It's easy to get hooked. Real-time strategy with a twist. Jason—A riot of stressful action and multitasking that's fun every time you play it.

5

- Nintendo/1.35 Gigabytes
- 1 player
- 5 areas

ANDY ★★★★★
GEORGE ★★★★★
JASON ★★★★★
JENNI ★★★★★
SCOTT ★★★★★

EVERYONE Mild Violence

SUPER SMASH BROS. MELEE



5

Don't just fight the good fight, fight the best one of all.

The original Super Smash Bros. for the N64 was an all-star rock-'em, sock-'em riot full of slaphappy moves and extras too numerous to count. In Super Smash Bros. Melee, the GCN sequel flexes even more gaming muscle since it's bulked up with an exponential increase in rapid-fire attacks, hidden characters and surprise features that you can unlock. Just about every classic Nintendo character appears as a fighter or trophy you can earn (there are hundreds of them!).

SSBM unleashes characters who haven't been seen since their days on the NES, but the look of the all-out, all-star slugfest is nothing but high-quality GCN graphical excellence. The giant, multilevel arenas and the tiniest stitch on Mario's denim overalls look amazing, but you won't have much time to take in the sights—SSBM whizzes by with wham-bam thrills that'll make your head spin. Power-ups galore and cool hazards—such as the occasional pack of racers that blaze through the F-Zero arena—will keep you on your toes, and the simple but elegant control setup will give you your fighting chance.

Smash Bros. is known for its deep game play, and Melee is a bottomless pit. Adventure Mode features side-scrolling fights on the go, while Event Mode includes dozens of scenarios to conquer, including scoring a KO in a matter of seconds or fending off a rival while protecting another character. Like an uppercut from Donkey Kong, SSBM aims to be a big hit and it's definitely a battle worth fighting.





COMMENTS: George—It's adrenaline-pumping action. Jenni—There are lots of things you can do with each character's moves. You'll be figuring out new ways to use each character every time you sit down and play. Andy—Mid-air dodges and the ability to catch items totally change the way you play.

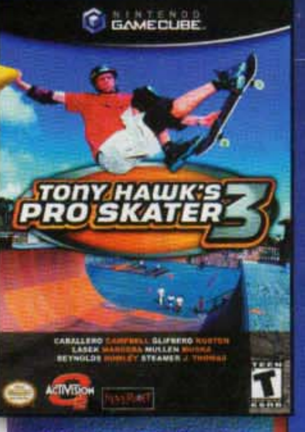
- Nintendo/1.35 Gigabytes
- 1 to 4 players simultaneously
- Over 14 characters

ANDY
JASON
JENNI
JILL
SONJA



Mild Violence
Comic Mischief

TONY HAWK'S PRO SKATER 3



5

Sweeeeeet! Tony Hawk rolls out another winner.

Just when you think Pro Skater has reached high-flying halfpipe perfection, Activision busts out a new and improved version that lets the Hawk soar to even greater heights. Tony Hawk's Pro Skater 3 brings back the objective-based stunt gaming and collectible tapes and letters that you must find to unlock new skate parks, but Activision is also introducing some new tweaks to the game.

As you thrash along to tunes by the Ramones, Red Hot Chili Peppers and other bands, you'll be able to interact with your environment and trigger events shown through cinema cut scenes. The eight skate parks—set in places such as Tokyo, Rio and the airport—are huge and no longer abandoned like the sites in the previous games. People populate the areas, and bystanders often figure in to your objectives, such as riding into a snow-covered tree to bury a bully who stands beneath its branches or pulling off mad combos to win the respect of onlooking skaters.

As usual, the controls are tight—but THPS3 makes riding more complex, so landing sick tricks won't be as automatic as before. It's a lot easier to touch down with your board wheels-side up or sideways, so the game requires you to be more precise with your positioning. Among the moves you'll want to get down pat is the revert, a new trick that enables you to string together additional combos after you've rebounded from a ramp. With slicker moves—as well as a detailed Park Editor—THPS3 piles on the possibilities and keeps the fun rolling.





COMMENTS: Sonja—The added meter for lip tricks and hand plants is cool. Alan—Dude! This game rules! The trick combos are endless. Drew—Zipping along at 60 frames per second, you almost forget you're looking at a game.

- Activision/1.35 Gigabytes
- 1 to 2 players simultaneously
- 13 riders

ALAN
ANDY
DREW
OLIVER
SONJA

TEEN — Suggestive Themes, Mild Lyrics, Blood

SSX TRICKY



4½

Let it snow, let it snow, let it snow!

When SSX schussed onto the scene in 2000, it quickly became a must-have. A year later, EA has outdone itself with its revamped GCN version, SSX Tricky (and it features great use of Run-D.M.C.'s old-school hit "It's Tricky"). The 10 redesigned courses are variations of the original's runs, and most of the reworked slopes are drastically different, with new places to roam, rails to grind, barriers to break, ramps to ride and detours to explore.

What remains the same, though, is the game's irresistible mix of downhill racing and cool-as-ice stuntwork. Gravity-defying tricks, such as riding across the sky on your board as if it were a bucking bronco, are easy and fun to pull off thanks to controls that are as smooth as fresh powder. If you can perform enough tricks, you'll pump up your Tricky Meter, which will give you speed boosts and the ability to bust out a supercool Über Trick.

SSX Tricky heaps on an avalanche of extras to unlock, and a successful run can earn you new characters (the 12 riders feature the vocal talents of hot celebs that include Lucy Liu, David Arquette and Macy Gray), stylin' outfits, and experience points to improve your rider's edging, speed, stability and tricks. Even if the game didn't entice you with things to unlock, you'd still find yourself hitting the slopes time and time again. SSX Tricky is full of fun stunts, but the biggest trick of all is figuring out how to stop playing EA's wonderfully addictive game.





COMMENTS: Drew—Sure, it's a retread of an established hit, but the idea and execution are so fundamentally sound that I must give the game five stars. I asked someone to hide the game from me so I could get my work done. Jenni—The game's fun factor overrides any complaints I might come up with.

- EA/1.35 Gigabytes
- 1 to 2 players simultaneously
- 10 courses

ANDY	★★★★
DREW	★★★★★
JASON	★★★★★
JENNI	★★★★★
JILL	★★★★★



Mild Violence
Comic Mischief
Mild Language

DAVE MIRRA FREESTYLE BMX 2



3½

Acclaim tries to get extreme with two-wheeled trickery.

While Tony Hawk and SSX manage to make boarding fun and appealing to riders and nonriders alike, Acclaim's tricked-out two-wheeler will have a harder time transcending its BMX fanbase. Gamers who are looking for a stunt game but aren't big on biking will likely find that Dave Mirra Freestyle BMX 2 is an uphill ride because large, unwieldy bicycles don't lend themselves to insane flights of fancy. You have more freedom on a skateboard, so even though Acclaim has made a valiant effort in loading its game with hundreds upon hundreds of stunts, the BMX tricks seem stiff and unexciting compared to Tony Hawk's moves. Even SSX Tricky took liberties with snowboarding, allowing riders to break-dance on their boards and bust out other impossible, gravity-defying feats.

In Freestyle BMX 2, on the other hand, Acclaim has limited its repertoire to more realistic tricks, stalls, grinds and air maneuvers, so non-BMX fans might find the moves to be more rigid than they're used to seeing in stunt games. For BMX buffs, it's all good, and Acclaim wheels out some fine-tuned features, including easy-to-bust combos, 15 riders (14 of them are pros while the other is that tall-haired Slim Jim Guy from the beef jerky ads), 10 gigantic parks (with oncoming traffic!) and nine Park Editor themes (such as swamp and beach terrain). If you like biking, Freestyle BMX 2 is worth taking for a spin—just don't expect the ride to be an aerobatic, stunt free-for-all like Tony Hawk 3.





COMMENTS: George—Two reasons someone might pick this up instead of Pro Skater: 1. You like bikes more than skateboards. 2. Enormous levels. Plus, this has more levels than the PS2 version. Alan—The sound track? Sublime *and* Ozzy Osbourne—it doesn't get any better than that. Andy—The controls feel sketchy.

- Acclaim/1.35 Gigabytes
- 1 to 2 players simultaneously
- 10 parks

ALAN	★★★★
ANDY	★★★
GEORGE	★★★★½
SCOTT	★★★½
SONJA	★★★

TEEN
T
CONTENT RATED BY ESRB

Mild Lyrics

NHL HITZ 20-02

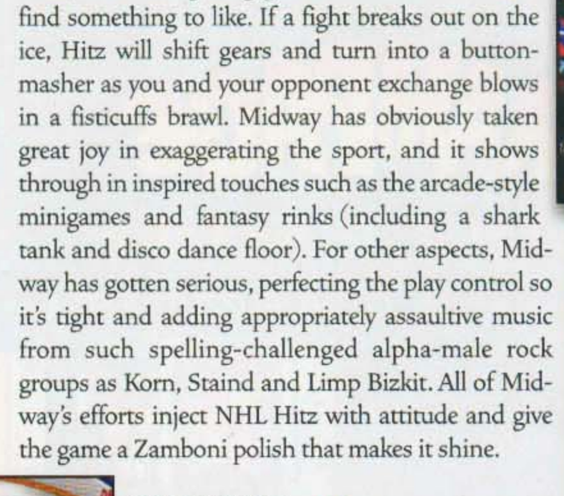


Hockey heats up with ice-melting Blitz-style action.

3½

With NFL Blitz, Midway tackled football and turned the sport into an outrageous arcade-style game that highlighted bone-crunching body slams and in-your-face aggression. Ice hockey seems like the ultimate makeover candidate for that sort of guerrilla game play, and Midway has deftly applied the unsports-manlike conduct of Blitz to the harder-hitting NHL Hitz 20-02.

Since hockey isn't as stop-and-go as football, Midway's over-the-top onslaught seems more exhilarating when it's put on ice. The game skates by with four-on-four play, so you can focus on making hard-hitting body slams and slap shots rather than wondering where all your teammates are. The arcade action is sure to entertain more than just hockey buffs, and even fighting-game fans will find something to like. If a fight breaks out on the ice, Hitz will shift gears and turn into a button-masher as you and your opponent exchange blows in a fisticuffs brawl. Midway has obviously taken great joy in exaggerating the sport, and it shows through in inspired touches such as the arcade-style minigames and fantasy rinks (including a shark tank and disco dance floor). For other aspects, Midway has gotten serious, perfecting the play control so it's tight and adding appropriately assaultive music from such spelling-challenged alpha-male rock groups as Korn, Staind and Limp Bizkit. All of Midway's efforts inject NHL Hitz with attitude and give the game a Zamboni polish that makes it shine.



- Midway/1.35 Gigabytes
- 1 to 4 players simultaneously
- 7 minigames



ALAN / ANDY / OLIVER / SCOTT / SONJA



EVERYONE Violence

COMMENTS: Oliver—Hockey is the perfect sport to get the extreme treatment. Even players who aren't sports fans will enjoy this game. Andy—Midway has taken the most violent aspects of ice hockey and adrenalized them. The resulting mayhem is a blast.

ALSO PLAYING THIS MONTH

BREATH OF FIRE
- Capcom/32 Megabits
- 1 player
- Game Link compatible (Multi-Pak only)



Capcom is breathing new life into a classic RPG. Breath of Fire debuted seven years ago on the Super NES, and the excellent epic still holds up. The involving story, party-based adventuring and monstrous transformations are as cool as ever, and Capcom has spruced up the quest with enhanced graphics, Game Link trading and minigames (such as the fishing contest). It's well worth playing again and worth the time of newbies, too.



4

HARRY POTTER AND THE SORCEROR'S STONE
- EA/64 Megabits
- 1 player
- Over 20 levels

EA has conjured up a big adventure starring J.K. Rowling's wizard wunderkind. Just about everything from the first Harry Potter book pops up in the game, Hogwarts and all. From spell casting and potion-concocting to action-oriented battles and Quidditch matches, The Sorceror's Stone is a treasure trove of varied quests and great-looking fun. The challenge level is just right for its audience, and fans will be spellbound by the game's attention to detail.



4

JACKIE CHAN ADVENTURES: LEGEND OF THE DARK HAND
- Activision/32 Megabits
- 1 player

Fans of rumbles on the run like Final Fight will get a kick out of playing Activision's finger-numbing game based on Jackie Chan's Kids' WB! cartoon series. Just like the master himself, players will be able to unleash fistfuls of martial arts maneuvers and turn any item—from a parasol to a rope—into a weapon. Superb graphics, smooth animation, exotic levels, combos you can earn and fierce action punch up Activision's intense side-scroller.



4

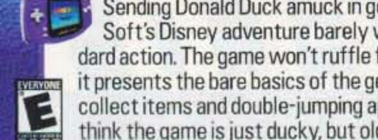
BOXING FEVER
- Majesco/64 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)

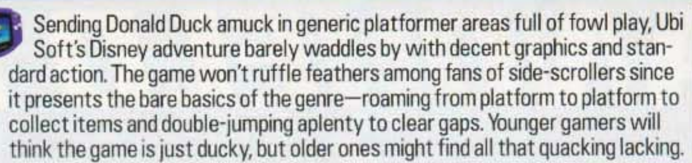


Majesco scores a knockout with its clever first-person boxing game. Since you view the action through the eyes of your character, the screen will slowly black out or the images will appear in double vision if you take too many punches. With the unique point of view, you'll get a better sense of when you should be floating like a butterfly and where you should be stinging like a bee. Slick graphics, top-notch audio and tight controls top off a prizewinning fight.



3½



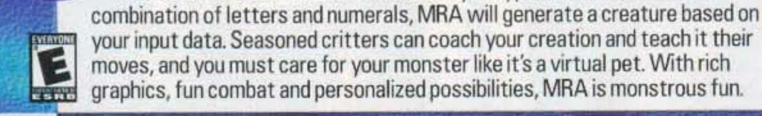


DISNEY'S DONALD DUCK ADVANCE
- Ubi Soft/64 Megabits
- 1 player

Sending Donald Duck amuck in generic platformer areas full of fowl play, Ubi Soft's Disney adventure barely waddles by with decent graphics and standard action. The game won't ruffle feathers among fans of side-scrollers since it presents the bare basics of the genre—roaming from platform to platform to collect items and double-jumping aplenty to clear gaps. Younger gamers will think the game is just ducky, but older ones might find all that quacking lacking.



3½



MONSTER RANCHER ADVANCE
- Tecmo/64 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (Multi-Pak only)

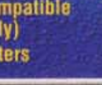


Beastie breeding and battling becomes an all-new creature with Tecmo's ultracool Monster Rancher Advance. If you type in a name, number or combination of letters and numerals, MRA will generate a creature based on your input data. Seasoned critters can coach your creation and teach it their moves, and you must care for your monster like it's a virtual pet. With rich graphics, fun combat and personalized possibilities, MRA is monstrous fun.



3½

SPYRO: SEASON OF ICE
- Vivendi Universal/ 64 Megabits
- 1 player
- Over 20 levels



Full of action that's as heated as Spyro's fiery breath, Season of Ice enters the dragon into an adventure that's mainly viewed at a three-quarter perspective. The isometric view gives the hopping, hovering and fire-breathing excitement a 3-D feel. For a different perspective, the game features top-down shooting levels and behind-the-dragon racing levels. With eye-popping visuals and slick game play, Spyro is making 2001 the year of the dragon.

3½

TEKKEN ADVANCE
- Namco/64 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (Multi-Pak only)
- Over 9 characters



Based on arcade bruiser Tekken 3, Namco's Tekken Advance is the first game from the series to pick a fight on a Nintendo console. Tekken Advance keeps the feel of the original, boasting the same complex combos, long lists of moves and fightin' faves such as Nina, Jin and Yoshimitsu. Designed to please hard-core Tekken fans, Tekken Advance's fast, 3-D-style action and two-player Game Link modes will give martial arts fans plenty of reasons to grab the game chop-chop.



3½

ALIENATORS: EVOLUTION CONTINUES
- Activision/32 Megabits
- 1 player



The cartoon series inspired by the movie *Evolution* spawns a sci-fi side-scroller loaded with a monster arsenal of out-of-this-world weaponry. As Dr. Kane, you'll mount objective-based missions set in large, multilevel areas. Along the way, you must blast creepy-crawly enemies and find items such as key cards and new blasters such as rocket launchers. If you like side-scrolling shoot-outs, Alienators: Evolution Continues is a worthwhile thrill ride.



2½

CAESAR'S PALACE ADVANCE
- Majesco/64 Megabits
- 1 player
- 6 games



If the only thing that the phrase "full house" conjures up for you is a sitcom starring the Olsen twins, Majesco's high-stakes extravaganza might be a gamble for you. A great bet for casino-game fans, Caesar's Palace Advance deals out six Vegas games—blackjack, craps, roulette, slots (three styles of machine), video poker and video keno. It's not as glitzy as Sin City, but it boasts card-shark fun with a jackpot of variety, nice audio and easy-to-use setups.

2½

CRUIS'N VELOCITY
- Midway/32 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (MultiPak only)
- 14 tracks

Midway's Cruis'n series skids onto the GBA in a decent behind-the-car racing game that paves willy-nilly courses through a dozen locales, including Ireland and Mars. The thrill of the ride is that you'll spend a lot of time swerving around corners unless you perfect your steering and round the bends at just the right speed. Taking new cars for a spin is cool, too, and zany vehicles—such as the jet car—give an otherwise so-so racing game a little boost of horsepower.



2½

THE WILD THORNBERRYS: CHIMP CHASE
- THQ/32 Megabits
- 1 player
- 12 levels

THQ's global expedition starring Nickelodeon's Wild Thornberrys sends you monkeying around in a side-scrolling safari. Putting you in control of the show's characters, including Eliza and Darwin, you must climb trees, swing from vines and help friendly animals while dodging the not-so-nice ones. The untamed action is klutzy and frustrating, but young fans of the show will go ape over the cast of critters, vibrant graphics and standout audio effects.

2

WENDY: EVERY WITCH WAY
- TDK/8 Megabits
- 1 player
- 16 levels plus 3 GBA-only levels



Wonderfully original and enchantingly fun, TDK's topsy-turvy platformer turns the side-scrolling genre on its ear. Starring Casper's spellbinding friend, Wendy: Every Witch Way doubles the toil and trouble of hop-and-collect games by enabling you to change the gravity of the situation so you can walk on the floor or ceiling. The flip-flopping fun makes navigating the cleverly designed levels a puzzling and always bewitching experience. Truly inspired and highly recommended, Wendy is pure magic.



4½

HARVEST MOON 3
- Natsume/16 Megabits
- 1 player
- Game Link compatible



The excellent RPG series returns for a third season of farming fun. With a cluck-cluck here and a moo-moo there, ol' Natsume's game won't seem farm-fresh to Harvest Moon veterans since it plows through much of the same territory as the other installments. Nevertheless, the game's sim stylings (planting vegetables, raising animals, tending pets and cashing in bumper crops) and new minigames (including snowboarding) make for hours of down-home delight and bushels of bumpkin fun.



3½



ZOOBOOMAFOO: PLAYTIME IN ZOOBOOLAND
- Encore/8 Megabits
- 1 player
- 9 levels

The Kratt Brothers' leaping lemur lands on GBC courtesy of Encore Software, and Zoboomafoo's side-scrolling romp is every bit as whimsical, colorful and encouraging as his PBS TV show. The smart game for tots is never overly simplistic, and the clever setup requires players to seek out Goobleberry after Goobleberry—or Zoboo won't be able to stay awake. The desperate search for Goobleberries adds a lot of frantic pressure, so the quest for collectible critter cards is challenging as well as cheery.



3½



MAGI-NATION: KEEPER'S QUEST
- Interactive Imagination/ 8 Megabits
- 1 player
- Over 10 regions



Though the first Magi-Nation game was an RPG, the follow-up is a puzzle game similar to Adventures of Lolo for the NES. The various brainteasers are set in dungeons, so you must figure out how to slip past enemies, push blocks and trip switches to escape the chamber and solve the puzzle. At its best, Keeper's Quest is like a tricky room in a Legend of Zelda game for GBC. KQ may not be a card-combat epic, but the game comes packaged with an exclusive card that'll tide over Magi-Nation duelists.



3



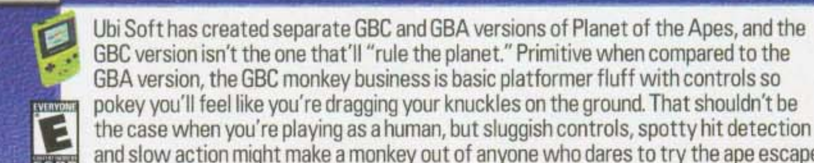
MEGA MAN XTREME 2
- Capcom/8 Megabits
- 1 player
- 4 modes



While Mega Man's GBA game didn't have the franchise's classic feel, Mega Man Xtreme 2 for GBC returns to the Blue Bomber's roots. Capcom has fired up the tried-and-true mix of powered-up action and shoot-'em-up thrills for its hyperballistic platformer. Adventurers can play as Mega Man X or Zero, and players will be able to load up on tons of mix-and-match weapons and upgrades. It's trigger-happy bliss and surefire fun for Mega Maniacs.



3





CUBIX ROBOTS FOR EVERYONE: RACE 'N ROBOTS
- 3DO/8 Megabits
- 1 player
- 15 tracks

Unleashing the Kids' WB! robots on the streets of Bubble Town, 3DO has souped up its top-down racing game with 15 tracks stocked with hazards, speed boosts and forked paths. You can race as Cubix, Dondon, Maximix or Quixtreme, and victory in a circuit will enable you to boost your robot's speed, handling or Solex capacity. Hidden keys that unlock bonus tracks and robot portraits will keep players revving for more, but, contrary to its title's assertion, R 'n R isn't for everyone. It's mainly for Cubix fans.

2½

PLANET OF THE APES
- Ubi Soft/8 Megabits
- 1 player

Ubi Soft has created separate GBC and GBA versions of Planet of the Apes, and the GBC version isn't the one that'll "rule the planet." Primitive when compared to the GBA version, the GBC monkey business is basic platformer fluff with controls so pokey you'll feel like you're dragging your knuckles on the ground. That shouldn't be the case when you're playing as a human, but sluggish controls, spotty hit detection and slow action might make a monkey out of anyone who dares to try the ape escape.

2

KEY

Adventure · Arcade · Fighting · Platform · Puzzle · RPG · Racing · Shooter · Sports · Strategy

★★★★★ Excellent!!! ★★★ Good! ★ Poor.
★★★★ Great!! ★★ So-so. Yuk!!!

ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



Early Childhood



Teen (13+)





Adult (18+)

Everyone

Mature (17+)

Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN: 

ANDY: 

CHRIS:

DREW:

GEORGE: 

JASON: 

JENNI:

JILL: 

OLIVER: 

SCOTT: 

SONJA: 



COMING NEXT ISSUE . . .

Volume 152 January 2002

PIKMIN

Pikmin



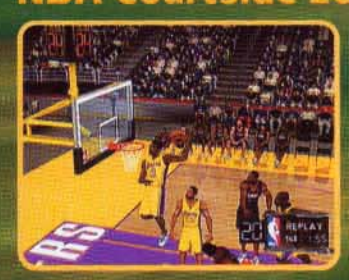
Pikmin has blossomed from the fertile mind of Shigeru Miyamoto, and strategy gaming will never be the same! Join Nintendo Power next month as we harvest a crop of Pikmin information.

The Simpsons: Road Rage



Nintendo Power rides along with Homer and his dysfunctional extended family in The Simpsons: Road Rage in January. We're smashing through Springfield just for you!

NBA Courtside 2002 Preview



NP is hooping it up like the pros to score the inside info on NBA Courtside 2002. Hey, man, we got it like that. The view really is better from courtside.

Subscriber-Only Bonus Issue!



Lucky subscribers will snag lots of cool extras in January, including an exclusive game preview for 2002, fun GCN Memory Card sticky labels and more!

PLUS!

- FIFA 2002
- EXTREME G 3
- ALL-STAR BASEBALL 2002
- *STAR WARS*: JEDI POWER BATTLES

NINTENDO POWER BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle: Quest for the Toa, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

Volume 147 (Aug. '01): Super Street Fighter II: Turbo Revival, Fortress, Namco Museum, ESPN Final Round Golf 2002, Lufia: The Legend Returns—Part 2, Dragon Warrior III—Part 2 (GB), Pokémon Crystal, Nintendo GameCube Preview, Nintendo GameCube Titles Preview, Mario Kart: Super Circuit Preview, Tomb Raider: Curse of the Sword Preview.

Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

Volume 145 (June '01): Super Mario Advance, Rayman Advance, F-ZERO Maximum Velocity, Pinobee: Wings of Adventure, The Legend of Zelda: Oracle of Seasons/Oracle of Ages, Pitfall: The Mayan Adventure, Castlevania: Circle of the Moon Preview, E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

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